NINTENDO POWER™

VOLUME 25
U.S. $3.50 Canada $4.50

BATTLE TOADS

Croaker Capers

Plus!

- NES Open—
  Tournament Golf
  Win A Golf Cart!
- Game Boy—
  Hunt For
  Red October

Official Nintendo Seal of Quality™

THE SOURCE FOR NEWS AND STRATEGIES STRAIGHT FROM THE PROS

GO ON THE ULTIMATE POWER TRIP!

$60 OF POWER FREE!

GET 4 FREE PLAYER'S GUIDES EVEN IF YOU ALREADY SUBSCRIBE TO NINTENDO POWER!!!

Subscribe or renew your subscription to NINTENDO POWER--*for just $15!*–and get *4 FREE Player's Guides*–worth $15 each! That's *$60 worth of FREE power* to send you on the ultimate power trip!

NINTENDO POWER IS YOUR POWER BASE!

RIGHT NOW is the time to renew or subscribe to the most powerful magazine on earth. Even if you're already a Nintendo Power subscriber, you can still get 4 FREE Player's Guides when you renew NOW. Your additional issues will be added to your existing subscription! Now you've built a serious power base.

Now, watch your power base explode with *4 spectacular new Player's Guides–FREE!* Each one is a high-quality reference book that stacks critical, must-have info at your fingertips!

HURRY! OFFER EXPIRES JULY 15, 1991 SUBSCRIBE TODAY!

BLAST INTO NEW DIMENSIONS OF POWER WITH...

NINTENDO POWER
DR. MARIO
Contagious Fun and Challenge!
Don't Miss!
Huge Reviews!
Castlevania III
Solar Jetman
Little Nemo
Player's Poll
Leads to Super Bowl
THE SOURCE FOR NES PLAYERS STRAIGHT FROM THE PROS
Nintendo
PLAYER'S GUIDE
GAME ATLAS
GAME BOY

NINTENDO PLAYER'S GUIDE 1

NES GAME ATLAS

Never before in history has so much valuable info been packed into one source. The NES Game Atlas features complete, full-color maps of the most popular games out there! Super Mario Bros., Mega Man, Castlevania, Zelda, StarTropics and more, including all the sequels! Score this Guide and join the ranks of serious power pros!

NINTENDO PLAYER'S GUIDE 2

GAME BOY

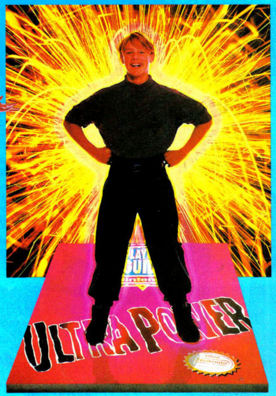
A complete directory of every Game Boy title in North America. It'll help you in future purchases, or when you're in the heat of battle-action! The most popular games are covered in detail, like Super Mario Land, Dr. Mario, Final Fantasy Legend, Tetris, Teenage Mutant Ninja Turtles and more! Guaranteed to help you get the most from your portable powerhouse!

PLAYER'S GUIDE
Nintendo
MORE POWER

NINTENDO PLAYER'S GUIDE 3

MARIO

If you worship the ground Mario stomps on, this Guide is a must. With fascinating details about the early days of Mario, his creation and how he's evolved into THE mega superstar of video gaming. PLUS, knockout pictures, drawings and graphics to excite any Mario fanatic!


ULTRA POWER

NINTENDO PLAYER'S GUIDE 4

SUPER NES

This is it! The future of Nintendo! You'll see and learn about the new 16-bit NES system that's already rocking Japan! Plus the lowdown on Mario's next adventure–Super Mario World! This critically important Guide is your introduction to the techno-revolution sweeping video mastery. Be sure you're on top of it from the start!

Now you're armed with
a complete powerhouse library–
guaranteed to infuse your game
with outrageous power and the
latest techniques!

MORE POWER THAN EVER BEFORE STILL JUST $15!

NINTENDO POWER IS YOUR ULTIMATE POWER SOURCE! GRAB IT TODAY! CALL:

1·800·255·3700

MON.-SAT. 4 A.M. TO 12 MIDNIGHT
PACIFIC STANDARD TIME (PST). SUNDAY 8 A,M, TO 5 P.M.

POWERLINE

● This month we bid farewell to Game Master Howard Phillips, who is leaving Nintendo of America Inc. to take a new position as Executive Producer of Video Games and Learning Products at Lucasfilm Games. Howard has lots of fans here and elsewhere in the world of video games, and we at Nintendo will miss him and his signature bow tie. Lucasfilm is one of our licensees, though, so now we'll have the inside track on Lucasfilm games! Good luck, Howard.

Give my regards to Nester.

● In the past, Howard kept you up to date on what's going on at Nintendo Power. Now we'll have an opportunity to introduce some of the other people who are involved behind the scenes here. In upcoming issues you'll hear from editors, writers, designers and others who have stories to tell about Nintendo Power and Nintendo products.

● There's no need for all of you Howard & Nester fans to worry—Nester isn't going anywhere. It's the beginning of a new era for him, though, and he'll be back for new adventures in his monthly strip. As you know, Howard often bailed him out of the messes he got into—who knows what kind of trouble he can get into when he flies solo.

● Now on to new business. As you thumb through this issue, you'll notice that most of the review pages are devoted to **Battletoads.** That, along with last month's comic strip, might make you think we've gone a little bit Battletoads crazy. Okay, maybe we have, but you'll understand why when you take a look at the review. The game is hot! The characters are completely new and "toadally" cool, and it's super challenging to boot. You'll probably wish we'd used all 100 pages to cover it!

● Don't miss our Special Report on the **Super Nintendo Entertainment System**, complete with pictures of the system hardware! The Super NES will be officially announced at the summer Consumer Electronics Show this month, but we wanted to give you readers an advance look at its incredible components. And if you think they look great, wait until you see them in action this fall!

● You still have time to get in on our Nintendo Player's Guide Program. Don't forget to respond by July 15.

NINTENDO POWER™

STAFF

Publisher — M. Arakawa
Producer in Chief — Hiroyuki Kato
Editor in Chief — Gail Tilden
Senior Editors — Pam Sather
Howard Phillips
Editors — Scott Pelland
George Sinfield
Dan Owsen
Leslie Swan
Kevin Johnson
Jeff Hutt
Chuck Booton
David Reddig
Pete Remine
Mike Frazier
Editorial Consultants — Howard Lincoln
Peter Main
Phil Rogers
Juana Tingdale
Cover Design — Griffes Advertising
Copy Coodinator — Machiko Oehler
Director of Production - Tsutomu Otsuka
Producer — Yoshio Tsuboike
Project Coordinators — Hiroyuki Kurano
W. David Mellen
Keiji Hamada
Art Director — Yoshi Orimo
Concept & Design — **Work House USA**
Yukio Yamashita
Ichiro Koike
Yoshi Orimo
Kazuyo Brandjord
Nob-Rin Takagi
Leo Tsukamoto
Hiroko Nagami
Kim Moriyama
Wendy Salvatori
Tami Musante
Momotaro Moriyama
James Pollock
Seiji Sato
Yasushi Nakajima
Masao Iwamoto
Koh-chan Yoshizu
Illustrators — Nob-Rin Takagi
Hiroko Nagami
Tim Cander
Kazunori Ihara
Lee McLeod
Kazunori Terada
Makikazu Ohmori
Hideaki Itoh
Kazunori Aihara
Poster Art — Mikikazu Ohmori

VOLUME 25–June 1991

Nintendo Power is published by Nintendo of America Inc. in conjunction with Tokuma Shoten Publishing Co., Ltd.

Nintendo Power is published monthly at $42 per year in the U.S.A. ($54 in Canada) only by Nintendo of America Inc., 4820-150 Ave. N.E., Redmond, Washington 98052.

© 1991 by Nintendo of America Inc. All rights reserved. Nothing that appears in Nintendo Power may be printed in whole or in part, without express permission from Nintendo of America Inc., copyright owner. Printed in the U.S.A.

Color Separation by Dai Nippon Printing Co., Ltd.

NINTENDO IS A REGISTERED TRADEMARK OF NINTENDO OF AMERICA INC.

TM&© for games and characters are owned by the companies who market or license those products.

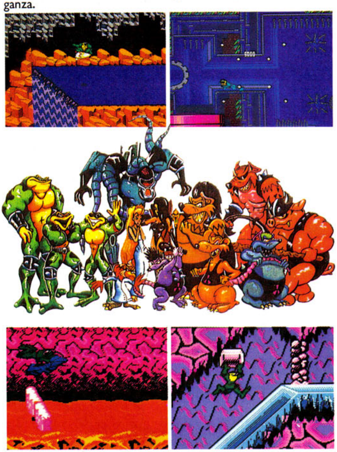
CONTENTS

NINTENDO POWER™
VOLUME 25 JUNE 1991

FEATURES

BATTLETOADS··8

Finally—see what all the excitement's about! Meet the madcaps behind the mania as the 'toads leap into a huge 36-page extravaganza.



NES OPEN TOURNAMENT GOLF·············48

After moving from plumbing to medicine, Mario does what any good doctor would: He hits the golf course! Join him on the fairway.

NES OPEN
Tournament Golf
©1991 Nintendo

DAY DREAMIN' DAVEY·70

At roll call, when Davey says "here" it's in body only. His mind might be anywhere from Ancient Greece to the Old West!

TIPS FROM THE PROS

HOWARD & NESTER·········68
CLASSIFIED INFORMATION············76
COUNSELORS' CORNER···86

VIDEO UPDATES

NOW PLAYING·······80

New releases are heating up the summer action!

PAK WATCH············94

Check out the coming attractions.

GAME BOY

THE HUNT FOR RED OCTOBER···52

Dive! Dive! As captain of the ultra-secret sub, you lead the way through undersea worlds.

FORTIFIED ZONE·······58

An overhead view reveals a maze-like compound. Your mission: Survive.

SUPER R.C. PRO-AM···62

Radio-controlled cars come to Game Boy in a game that's fun for one, fantastic for four!

PLAYER'S FORUM

PLAYER'S PULSE···············6
NES ACHIEVERS·············84
TOP 30··························90

SPECIAL REPORT

INTRODUCING THE SUPER NES™····44

Sneak a peak at the hardware that powers this amazing new system.

THE INFO ZONE

CELEBRITY PROFILE·········93
BULLETIN BOARD···········98
NEXT ISSUE·················99

PLAYER'S PULSE

MAIL

YE CATS! (DOGS, BIRDS, AND TURTLES, TOO!)

Well, we asked for it. We were stampeded with herds of mail! Birds, Dogs, Turtles, Cats, Bats, Rats, Gnats, and even a Wildebeest were all entries in our pet request. Some of them are even better at Nintendo games than their owners!

POWER MEOWER!

My cat Millie is not one for games, but that's only if you don't count Nintendo games. When she hears the TV go on she comes running like a bolt of lightning. Some of her favorite characters are Mario (who she likes to watch jump up and down on the screen) and Mega Man (who she also likes to watch jump up and down on the screen). Currently, I'm trying to teach her how to use the Power Pad, but for now she just prefers to sleep on it. If I lay my NES Advantage on the ground she will come over and lie down on top of it. So far she has reached Level 2 on Willow. I couldn't enclose a picture of her playing since she was sleeping last time I checked.

Ben Sherman
Sudbury, MA

PEE-WEE VS. SPACE ALIENS

I am 57 years old, and I play all of your adventure games. I have 16 cats and they all love to play along with me. But there is one kittie who, since I started playing StarTropics, insists on helping me. I can tell you that I have had to start over umpteen times because of her "help." Her name is Pee-Wee, and she loves the bowling ball in StarTropics. People may think that the NES is just for kids, but I believe that it's for senior citizens and animals, too.

Carole Peterson
Troutdale, OR

It looks like Pee-Wee's been invaded by the StarTropics aliens. Just look at those eyes!

SCREEN-SMEARING SPANIEL

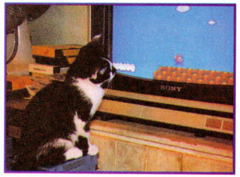
I have recently discovered that my new puppy Bogey has shown a liking for Mega Man III and Tetris. Whenever a lot of fast music plays or a loud sound in a game occurs, he jumps up and gets real close to the screen. Sometimes he even licks it! I have discovered that he likes to have his pink and white blanket when I play. I've enclosed a picture of him getting ready for me to play.

Scott MacDonald
Lake Oswego, OR

WANTED: MARIO

Our kitten started playing at a young age. As soon as he could jump up on the table, he's been watching and hoping he could nab Mario one of these days. Of all the games we have, Super Mario Bros. I, II, and III are his kind of action. We are in our seventies and yet can talk with all the kids who are neighbors. We find your games a lot of fun and they keep us young.

Mr. and Mrs. Wally Swanson
Glendora, CA



Many readers named their pets after Nintendo characters. Some of them include: Weird Ed the Hamster; Samus the Goldfish; Nester the Toad; and Scrooge the Duck.

KOOPA GETS THE UPPER HAND

I've got a bird named Koopa. I named him that because I really like Super Mario Bros. 3 and also because he is just as mean to people as Koopa is to Mario, Luigi, and Princess Toadstool.

Jackie Wall
Lincoln Park, NJ

Great picture, Jackie! It looks like Koopa's got the head-stomping trick down pretty well. Now see if you can train him to shoot fireballs.

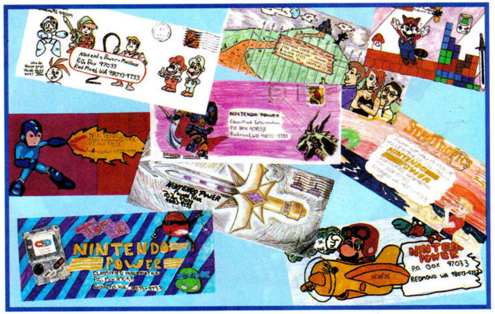
TURTLE TALK

I've had my turtle for a year, but I really haven't named it. Everyone calls it something different. Every time I would play Nintendo games in front of my turtle, "she" would come out of "her" shell and watch. I finally decided to call "her" Wendy O. Koopa after the Koopa Kid.

Nicholas Corvino
Media, PA

ART BEAT

Ay Caramba! Our mailroom is a fiesta of color! The art that our readers put on their envelopes is so good that we decided to share it with you. Whether you are an accomplished artist, or just a Mario fan who likes to draw, make our mailroom staff happy and brighten up your letter. These envelopes are some of the best we've seen yet, and we want to see more of them. Remember, if the Post Office can't read the address, we won't get it, so be creative and legible. Although we can't promise that you'll see your envelope in Nintendo Power, we'll do our best to showcase the most creative ones when we can.

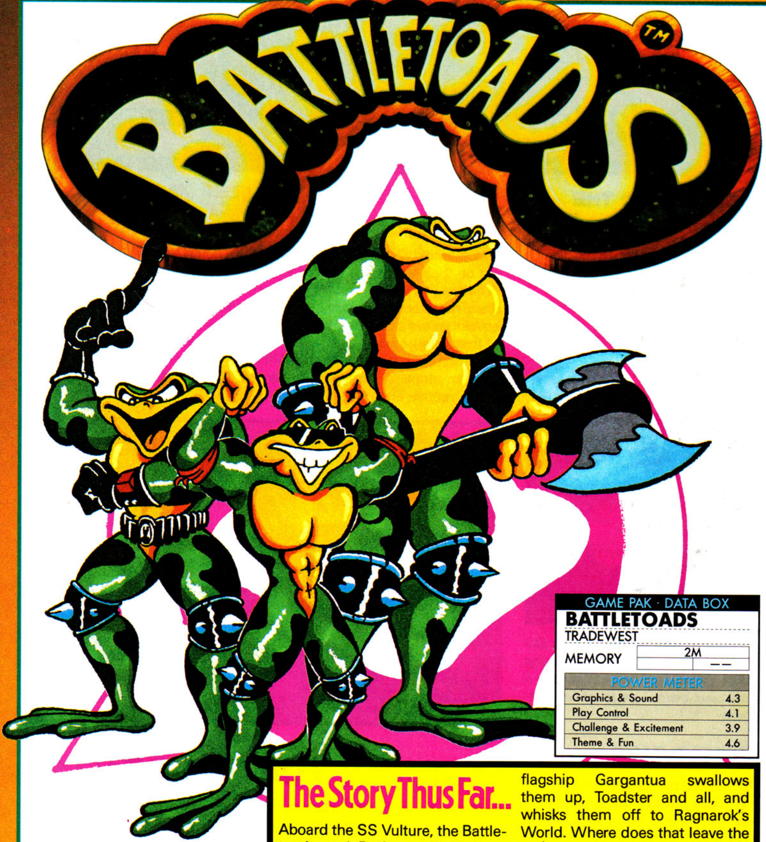


TURN IN YOUR PARENTS!!

We've been hearing rumors about parents who are taking over the family NES to play games like Tetris or The Legend of Zelda. So far, these are unconfirmed reports, so we need your help! Turn in your game-crazy parents to us by sending letters or photos (try to catch them in the act!), and we'll print the most-wanted list in an upcoming issue of Nintendo Power. Adults, this is a kid's-only column! You'll get your chance soon!

Nintendo Power
Player's Pulse
P.O. Box 97033
Redmond, WA
98073-9733

BATTLETOADS™



GAME PAK · DATA BOX	
BATTLETOADS	
TRADEWEST	
MEMORY	2M — —
POWER METER	
Graphics & Sound	4.3
Play Control	4.1
Challenge & Excitement	3.9
Theme & Fun	4.6

This is it! We've been psyched about the Battletoads since we first heard about them! Now that Rare and Tradewest are ready to cut loose with Battletoads, only Nintendo Power will give you complete maps and Toad tactics to take you to the Dark Queen's Tower and beyond!

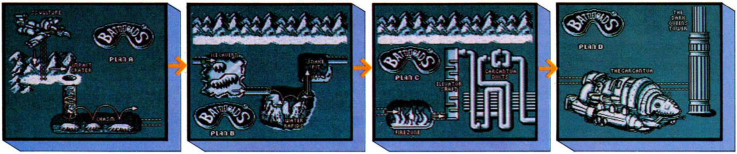
The Story Thus Far...

Aboard the SS Vulture, the Battletoads and Professor T. Bird are halfway through the four light-year voyage to take the Terran Princess, Angelica, back to her home planet. To break the monotony of the long journey, Angelica and Pimple take a joyride in the Toadster. But before they know what hit them, the Dark Queen's flagship Gargantua swallows them up, Toadster and all, and whisks them off to Ragnarok's World. Where does that leave the rest of the Battletoads crew? Hopping mad! With the trail still warm, the SS Vulture tracks the Gargantua to Ragnarok's World and the remaining two Battletoads, Zitz and Rash, storm the surface. Their mission—pound some pork, rescue their pals, and punish the Dark Queen!

© 1990 Rare Ltd., Licensed to Tradewest, Inc., By Rare Coin-It, Inc. © 1990 Tradewest, Inc.

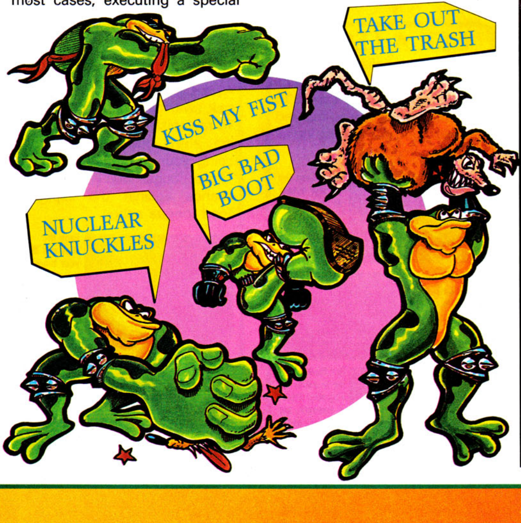
Here's The Waydigo!

From the surface of Ragnarok's World, to the Dark Queen's Tower, the 'Toads have a "toadally" rad adventure ahead of them. You'll have to conquer a total of 12 Toad torturing levels to reach the Dark Queen and rescue Angelica and Pimple. Each world is different from the one before it, and presents new challenges and moves to master.


SS VULTURE
IMPACT CRATER
PLAN A
CHASM
ICE CAVERN
SNAKE PIT
WATER RAPIDS
PLAN B
PLAN C
ELEVATOR SHAFT
GARGANTUA DUCTS
FIRE ZONE
PLAN D
THE DARK QUEENS TOWER
THE GARGANTUA

Mad, Bad And Crazy!

With all the super moves the Toads have, the bad guys don't stand a chance. The Big Bad Boot and Kiss My Fist moves will enable the Toads to mulch, mince, mutilate, man-handle and maim the Dark Queen's monstrous menagerie (and that's just for starters). In most cases, executing a special attack is automatic after three or four punches by repeatedly pressing the B Button. In later stages, special moves are standard fare. The special moves are well animated and add to the Battletoads' character, plus you get more points for defeating enemies when using them.


TAKE OUT THE TRASH
KISS MY FIST
BIG BAD BOOT
NUCLEAR KNUCKLES

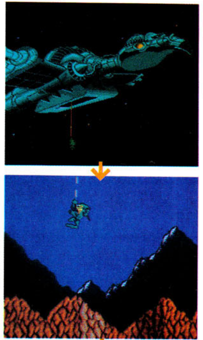
TWO TOAD MODE

"Rash is the name, pumping iron is my game. My muscles make everything happen, whether we're battling baddies or leaping bottomless pits."

"I'm Zitz, Toad tactician. Leave it to me to plan a toadally terrific attack!

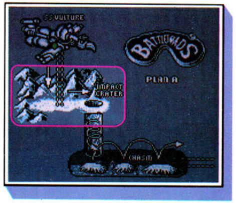
Battletoads' two-player simultaneous mode compounds the challenge of the game. For one thing, the players can interact with each other, which can be detrimental to your progress (even if it is fun sometimes). You don't want to get too close to your buddy while you're in combat or you might accidentally clobber him! Acting as a team is essential when you're attempting jumps in the two-player mode. Both players must make their leaps at the same time, or one may be left behind or be unable to make the jump. The two Toads you can control, Rash or Zitz, have different personalities, but in terms of game play their abilities are identical.

Ragnarok Canyon



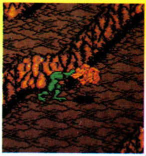
"Let's get ready to hit the dirt and pound some pork!"

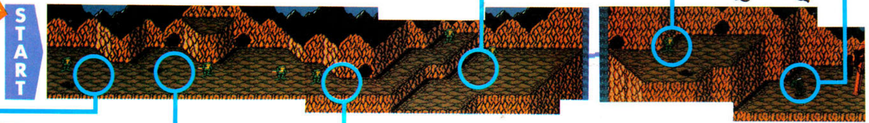
The barren surface of Ragnarok's World is patrolled by the Dark Queen's swine-troopers known as the Psyko Pigs. These basically brainless pushovers are easily pummeled into pork chops with a special punch or whack with a Walker's leg. Ragnarok's World is also inhabited by dangerous Dragons, which can provide an amusing and useful aerial ride if you manage to capture one.



SHADOW BOXING

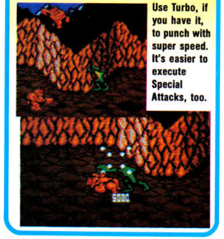
You can judge the position of flying or floating objects by watching their shadows. This is especially useful when battling the Dragons.





POUND SOME PORK

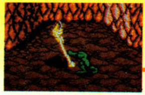
Hit 'em fast and hit 'em hard—that's the key to defeating all of the enemies you meet. The Scarlet Psyko Pigs fall after a single flurry of fisticuffs, whereas the Silver Psyko Pigs are a bit tougher.



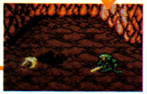
Use Turbo, if you have it, to punch with super speed. It's easier to execute Special Attacks, too.

GET A LEG UP

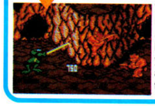
Walkers materialize in a blip of sound and light. These stilt-legged machines are simple to demolish. Once you've trashed a Walker, you can use its leg as a weapon (cool!).



Knock out the Walker before it can kick you.



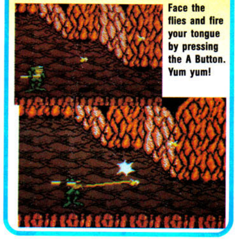
Stand next to the leg and press B to pick it up.



The Walker's leg is equal to a Special Attack in strength, but you don't get as many points for using it.

FLYING FROG FOOD!

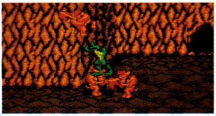
At set positions in the Toad's trek, swarms of flies will appear. To replenish your Toad's stamina, slurp down these treats using your long Toad tongue. These bugs don't stand a chance against the zapping Toad tongue action.



Face the flies and fire your tongue by pressing the A Button. Yum yum!

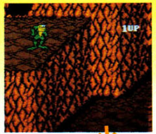
TAKE OUT THE TRASH!

During close combat, if you get right on top of an enemy, you can pick him up. Then toss him off a cliff. You can also pick up your partner and carry him—but watch where you drop him!

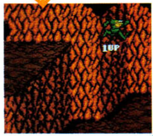


FREE FROG

Use the shadow to judge the position of the 1-Up before you jump for it. If you're still riding the Dragon, it's easy to capture the 1-Up.

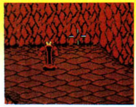


If flies are on the screen, you can use your tongue to collect the 1-Up.



Cats may have nine lives, but Toads only get three; unless they happen to collect a 1-Up or two.

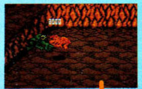
Up ahead is the Mother Of All Walkers, and it's not too happy about how you treated its youngsters.



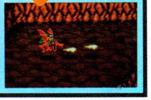
SPECIAL TIP!

FLIGHT OF THE FROG!

When you run into a Dragon, hit it once to knock it out of the sky. Quickly leap over to the fallen Dragon and hop onto its back. You'll be able to ride this steed to the end of the level.



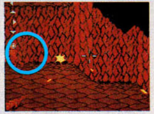
As you ride the Dragon, you can make it spit fire by pressing the B Button.



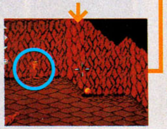
Press the A Button to make the Dragon perform a wing-assisted leap.

TRASH THE TALL WALKER!!!

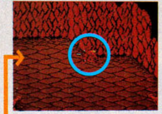
When you battle the Tall Walker, the action will switch to a "Walker Cam" viewpoint where you'll see what it's like to be on the receiving end of a Toad attack. You'll also notice the Walker's laser cannons are pointed right at you! You still control the Toads as before, but this machine will not "Kiss Your Fist." You'll have to find another way to defeat it . . .



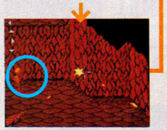
If you stay to the left or right of the screen, the Walker can't hit you.



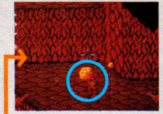
One of the Walker's shots will be a boulder.



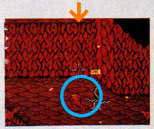
Pick up the boulder and retreat temporarily to the side of the screen.



The Walker will fire again. As soon as it does, get in position . . .



If you timed your throw correctly, and hurl the stone right at it . . .

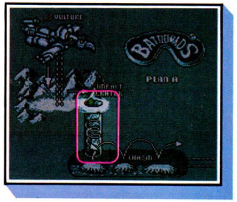


The Walker's view screen will crack. Hit it three times to score!

Impact Crater

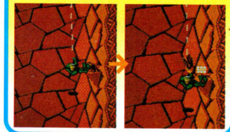
> "Hope you like uninvited visitors, Dark Queen, 'cause the Battletoads are droppin' in—with a vengeance!"

The Impact Crater plunges into Ragnarok's World to a depth of two miles. The Toads' descent will be plagued by the Dark Queen's Birds of Prey, Saturn Toad Traps and Retro-Blasters. Watch where you swing; it's easy to smash your pal.



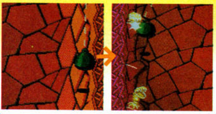
STOMP 'EM FLAT

To defeat the Birds Of Prey and the Toad Traps, get close and wail away. Act fast or the enemies might attack you before you have a chance to get them.



WRECKING BALL

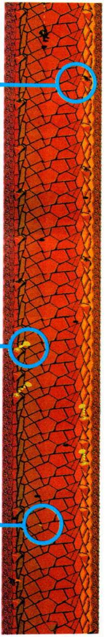
Stay near the side of the tunnel until your line is straight up, and you can execute a Wrecking Ball Attack (press B to cut loose).



DONT SHOO, FLIES!

Swoop down and eat the flies to replenish your Toad's energy.

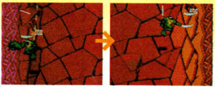
START



CONTINUE TO A

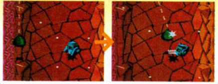
RAVENS—NEVERMORE!

The Ravens can sever your lifeline with their razor sharp beaks, so defeat them quickly. Once you've reduced them to pillow stuffing, capture their beaks to use as a weapon.

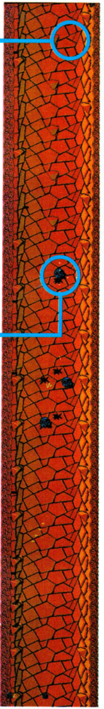


RETRO BLASTER ATTACKERS

As you approach the Retro Blasters' ambush points, be ready to execute a Wrecking Ball Attack. A properly performed Wrecking Ball will wipe out a Retro Blaster with a single hit.

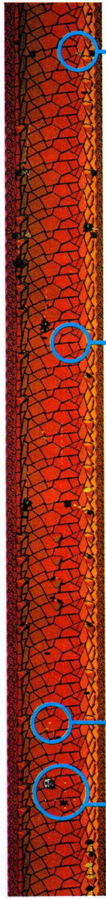


A START



CONTINUE TO B

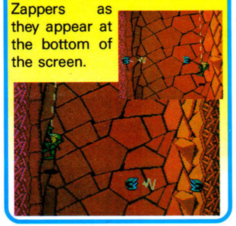
B START



CONTINUE TO C

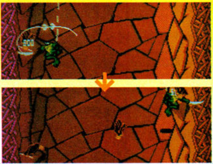
ELECTRO-ZAPPER OBSTACLE COURSE

Weave between the Electro-Zappers before they close off the tunnel. You'll have to move fast, but don't rush into the Zappers as they appear at the bottom of the screen.



THE BIRDS

Don't get bogged down by this flurry of feathered foes. Answer them with a barrage of Battletoad punches.



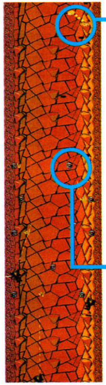
THREE FLIES

If your energy's not full, be sure to eat the flies here. A Silver Retro Blaster waits ahead!

SILVER RETRO BLASTER

Use a Wrecking Ball Attack to eliminate the Silver Retro Blaster quickly. It takes a lot to defeat it with regular punches.

C START



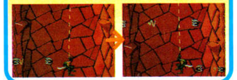
TO THE TURBO TUNNEL

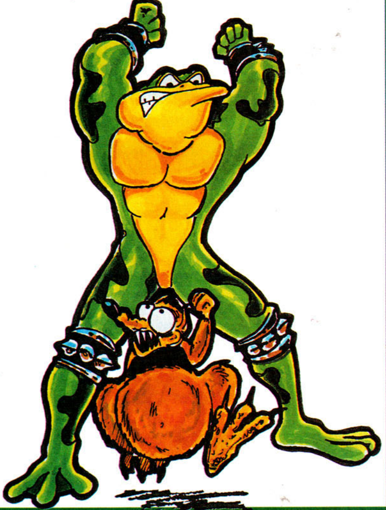
RIGHT ON THE NOSE

If you don't use a wrecking Ball attack to wipe out the Toad Traps, you can hit them in the nose for 500 points a pop.

FINAL ELECTRO-ZAPPERS

After you pass the first Electro-Zapper, get in the center of the tunnel and press Down. The other Electro-Zappers will pass harmlessly overhead.

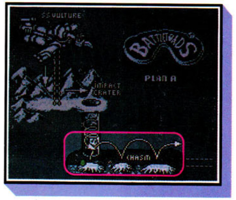




Turbo Tunnel

"Hurry up Rescue Racers! We're wailin'"

Get ready for the wildest ride in your Toad's life—through the torturous Turbo Tunnel! You'll have to ride your Speed Bike through a twisting tunnel of treacherous columns that will become your tombstone if you don't avoid them!


SS VULTURE
BATTLETOADS
PLAN A
IMPACT CRATER
CHASM

1. RAT PUNTS

Pound the Rats into the ground, then punt them into orbit. Warning: Don't kick them when you're near the edge of an island.

2. THE INVADERS

The Invaders steal blocks from your Life Meter if you let them get away with it. Knock them out and catch the blocks as they fall.

3. SCARF ON FLIES

Capture the flies to regain any energy you may have lost during the Invaders' attack.

4. LEAP CAREFULLY

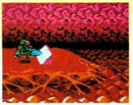
Time your leaps carefully when you're in the two-player mode. Get a running start by tapping the directional arrow twice, then leap!

5. RIDE THE SPEED BIKES

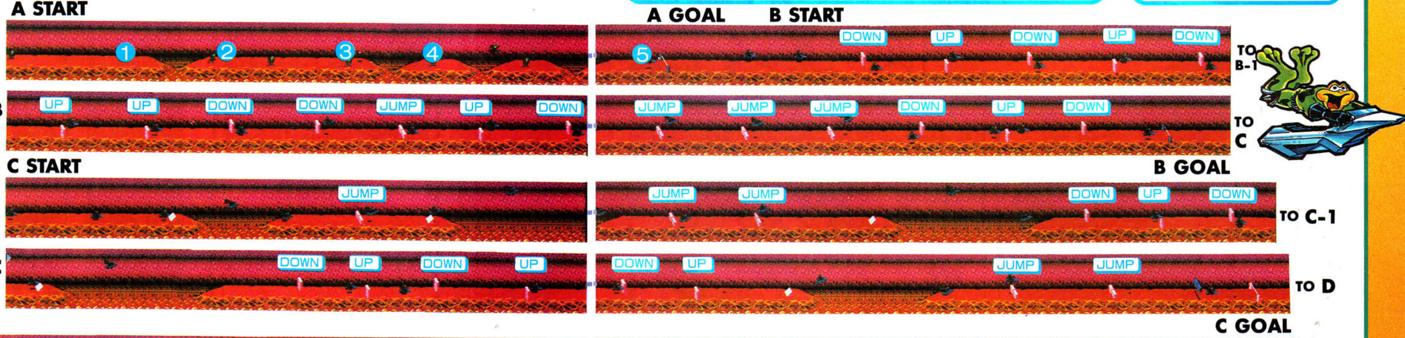
As soon as you hop on one of these Super Speed Bikes, get ready for the ride of your life!

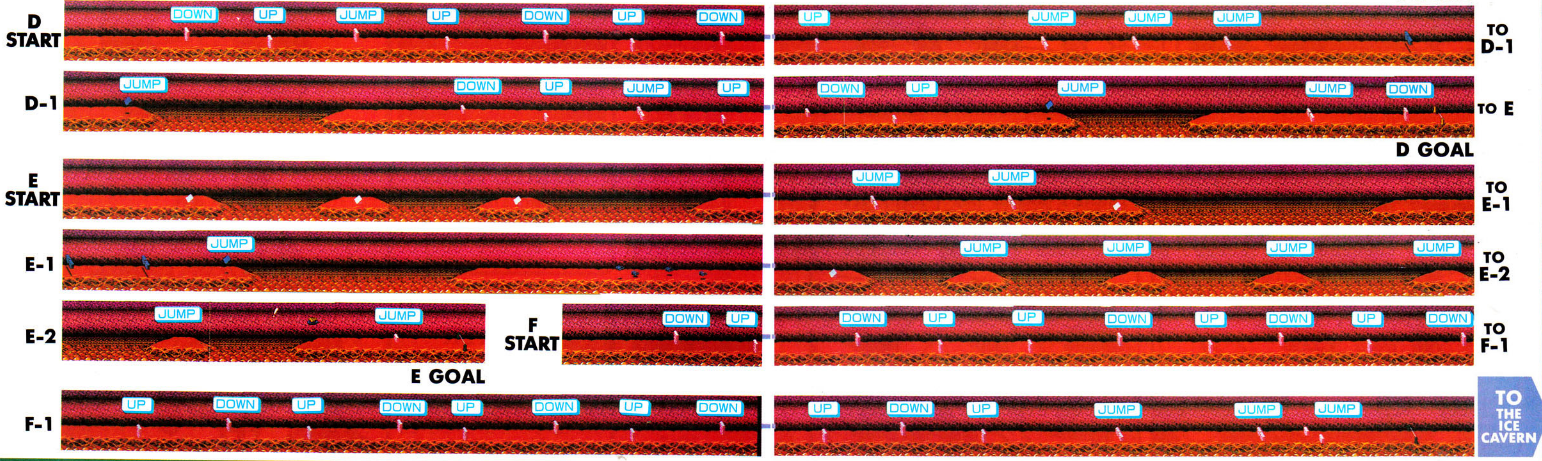
HIT THE JUMPS

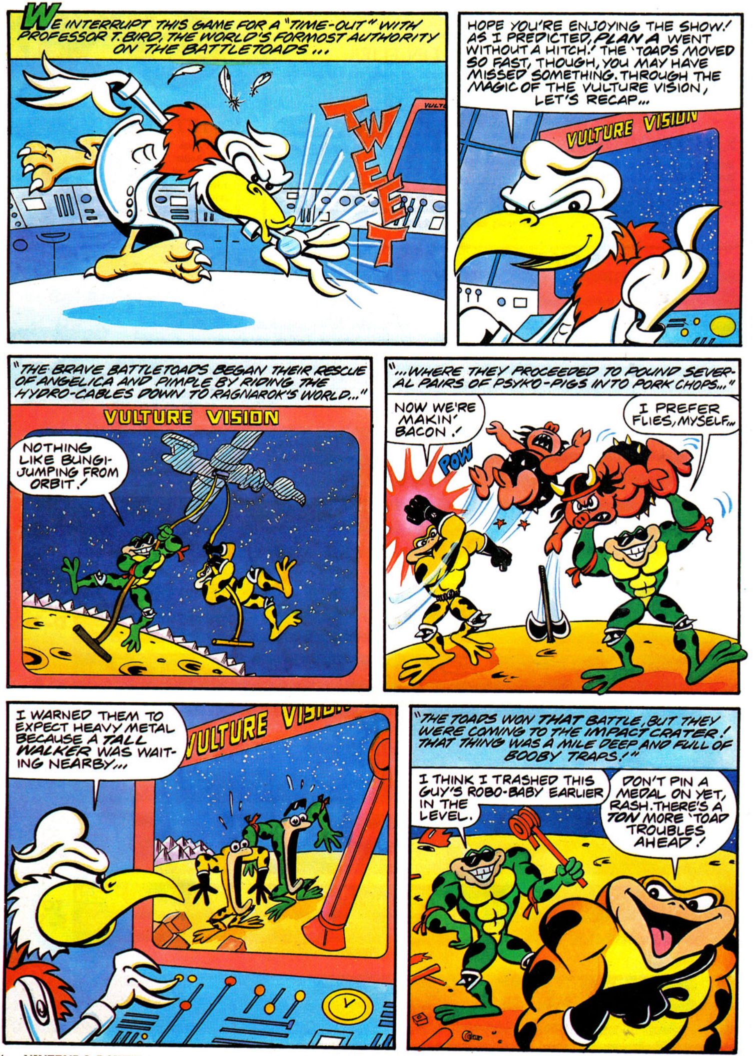
Don't press the A Button when you hit a launch ramp, just let your momentum take you airborne!

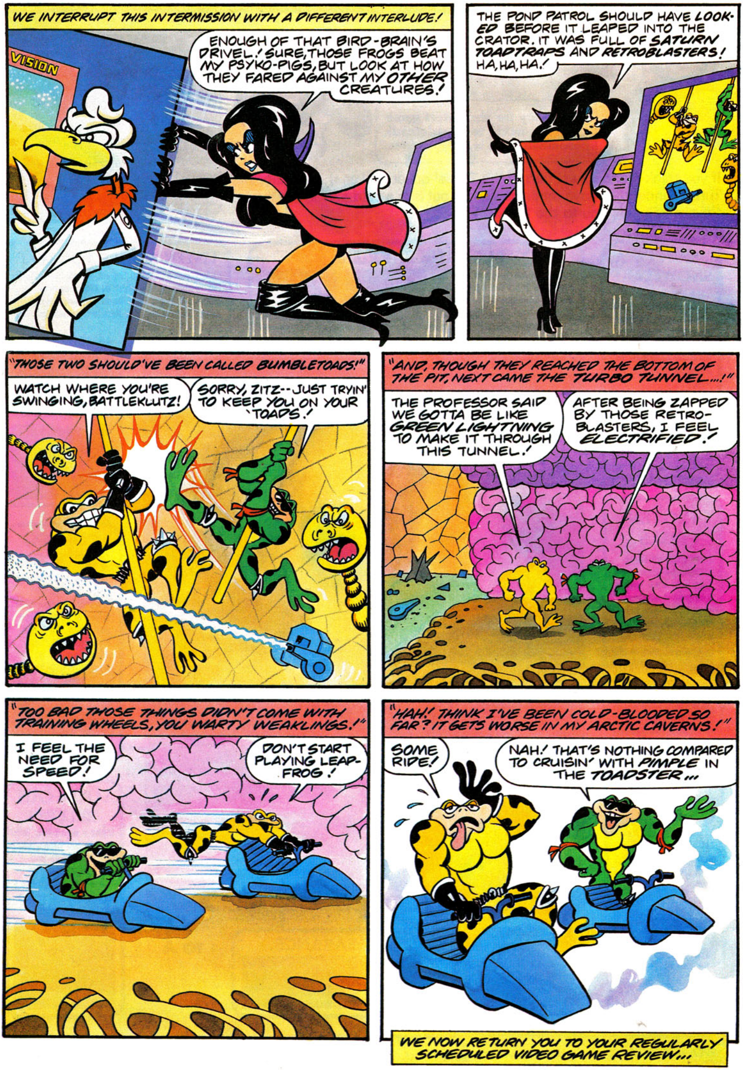


The action happens fast and furious in the Turbo Tunnel. Let your reflexes take over as you guide your Speed Bike through the obstacles. It helps to memorize the pattern, and the directions are called out on the maps. It's a long tunnel and you'll probably have to tackle it many times before you master it. Timing is everything!


A START
1
2
3
4
A GOAL
B START
5
DOWN
UP
DOWN
UP
DOWN
TO B-1
B 1
UP
UP
DOWN
DOWN
JUMP
UP
DOWN
JUMP
JUMP
JUMP
DOWN
UP
DOWN
TO C
B GOAL
C START
JUMP
JUMP
JUMP
DOWN
UP
DOWN
TO C-1
C 1
DOWN
UP
DOWN
UP
DOWN
UP
JUMP
JUMP
TO D
C GOAL

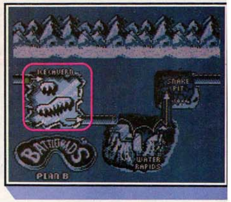

D START
DOWN
UP
JUMP
UP
DOWN
UP
DOWN
UP
JUMP
JUMP
JUMP
TO D-1
D-1
JUMP
DOWN
UP
JUMP
UP
DOWN
UP
JUMP
JUMP
DOWN
TO E
D GOAL
E START
JUMP
JUMP
TO E-1
E-1
JUMP
JUMP
JUMP
JUMP
JUMP
TO E-2
E-2
JUMP
JUMP
E GOAL
F START
DOWN
UP
DOWN
UP
UP
DOWN
UP
DOWN
UP
DOWN
TO F-1
F-1
UP
DOWN
UP
DOWN
UP
DOWN
UP
DOWN
UP
DOWN
UP
JUMP
JUMP
JUMP
TO THE ICE CAVERN


WE INTERRUPT THIS GAME FOR A "TIME-OUT" WITH PROFESSOR T. BIRD, THE WORLD'S FORMOST AUTHORITY ON THE BATTLETOADS ...
TWEET
HOPE YOU'RE ENJOYING THE SHOW! AS I PREDICTED, PLAN A WENT WITHOUT A HITCH! THE 'TOADS MOVED SO FAST, THOUGH, YOU MAY HAVE MISSED SOMETHING. THROUGH THE MAGIC OF THE VULTURE VISION, LET'S RECAP...
VULTURE VISION
"THE BRAVE BATTLETOADS BEGAN THEIR RESCUE OF ANGELICA AND PIMPLE BY RIDING THE HYDRO-CABLES DOWN TO RAGNAROK'S WORLD..."
VULTURE VISION
NOTHING LIKE BUNGI-JUMPING FROM ORBIT!
"...WHERE THEY PROCEEDED TO POUND SEVERAL PAIRS OF PSYKO-PIGS INTO PORK CHOPS..."
NOW WE'RE MAKIN' BACON!
POW
I PREFER FLIES, MYSELF...
I WARNED THEM TO EXPECT HEAVY METAL BECAUSE A TALL WALKER WAS WAITING NEARBY...
VULTURE VISION
"THE TOADS WON THAT BATTLE, BUT THEY WERE COMING TO THE IMPACT CRATER! THAT THING WAS A MILE DEEP AND FULL OF BOOBY TRAPS!"
I THINK I TRASHED THIS GUY'S ROBO-BABY EARLIER IN THE LEVEL.
DON'T PIN A MEDAL ON YET, RASH. THERE'S A TON MORE 'TOAD TROUBLES AHEAD!


WE INTERRUPT THIS INTERMISSION WITH A DIFFERENT INTERLUDE!
VISION
ENOUGH OF THAT BIRD-BRAIN'S DRIVEL! SURE, THOSE FROGS BEAT MY PSYKO-PIGS, BUT LOOK AT HOW THEY FARED AGAINST MY OTHER CREATURES!
THE POND PATROL SHOULD HAVE LOOKED BEFORE IT LEAPED INTO THE CRATOR. IT WAS FULL OF SATURN TOADTRAPS AND RETROBLASTERS! HA, HA, HA!
"THOSE TWO SHOULD'VE BEEN CALLED BUMBLETOADS!"
WATCH WHERE YOU'RE SWINGING, BATTLEKLUTZ!
SORRY, ZITZ--JUST TRYIN' TO KEEP YOU ON YOUR 'TOADS!
"AND, THOUGH THEY REACHED THE BOTTOM OF THE PIT, NEXT CAME THE TURBO TUNNEL...!"
THE PROFESSOR SAID WE GOTTA BE LIKE GREEN LIGHTNING TO MAKE IT THROUGH THIS TUNNEL!
AFTER BEING ZAPPED BY THOSE RETROBLASTERS, I FEEL ELECTRIFIED!
"TOO BAD THOSE THINGS DIDN'T COME WITH TRAINING WHEELS, YOU WARTY WEAKLINGS!"
I FEEL THE NEED FOR SPEED!
DON'T START PLAYING LEAPFROG!
"HAH! THINK I'VE BEEN COLD-BLOODED SO FAR? IT GETS WORSE IN MY ARCTIC CAVERNS!"
SOME RIDE!
NAH! THAT'S NOTHING COMPARED TO CRUISIN' WITH PIMPLE IN THE TOADSTER...
WE NOW RETURN YOU TO YOUR REGULARLY SCHEDULED VIDEO GAME REVIEW...

Ice Cavern

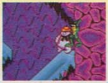
"Get ready for the fastest game on ice, next to Battletoads broomball, that is . . ."



If you think the toughest part of the Toads' quest is over, think again. The Turbo Tunnel may have made you break out into a cold sweat, but the Ice Cavern will chill you to the bones.

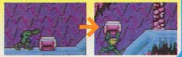
BRAIN OF A SNOWFLAKE

Once you've made it to the top, you're safe if you stay behind the Snowman. Smash him twice and use the resulting snowballs to demolish the next wall.



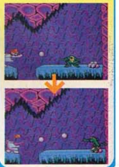
BUST THE BARRIERS

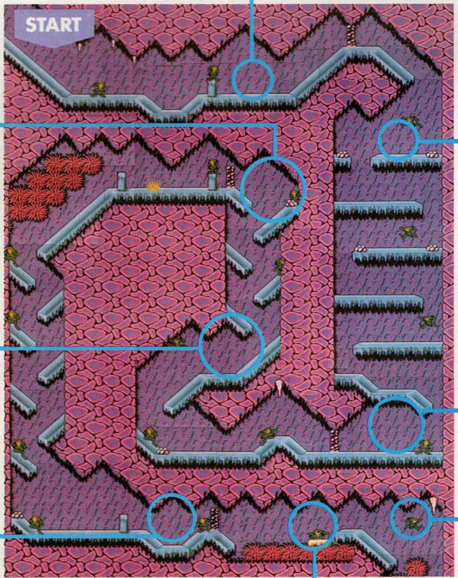
Punch the Ice Block to stop it, then pick it up and carry it to the Ice Wall ahead. Toss the block to break down the wall.



LISTEN BEFORE YOU LEAP

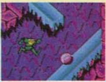
Before you jump into the pit, listen carefully for the "swish-swish-swish" of the Snowman below. After you hear three swishes, jump down. Duck under the first two snowballs, then jump over the third.





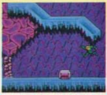
FROZEN FALLS

Don't dash up these inclined platforms. Take your time and wait until a snowball comes barreling down towards you, then leap to the next platform.



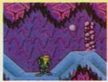
COMING THROUGH!

Jump over the Ice Block as it slides towards you and then follow it down. Once you reach the lower level, pick up the Block and use it.



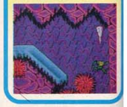
DUCK AND COVER

Run past this Snowman until you get to the dip in the trail. Let his snowballs destroy the barrier, then continue.



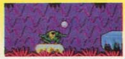
LOOK OUT BELOW!

Make a small leap into the pit and then veer left. Time it so you don't hit the spikes on the left and you aren't impaled by the falling icicle.



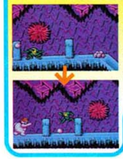
LOW CLEARANCE

As soon as you leap onto the platform, duck to avoid being knocked off.



TO A

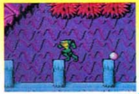
COLD WAR



Another unseen Snowman will pin you down with his snowballs. Duck under the first snowball and hop onto the short wall to avoid the second.

WAIT YOUR TURN

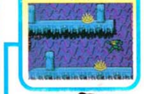
Duck behind the walls until three snowballs sail over your head, then advance. Repeat until you reach him.

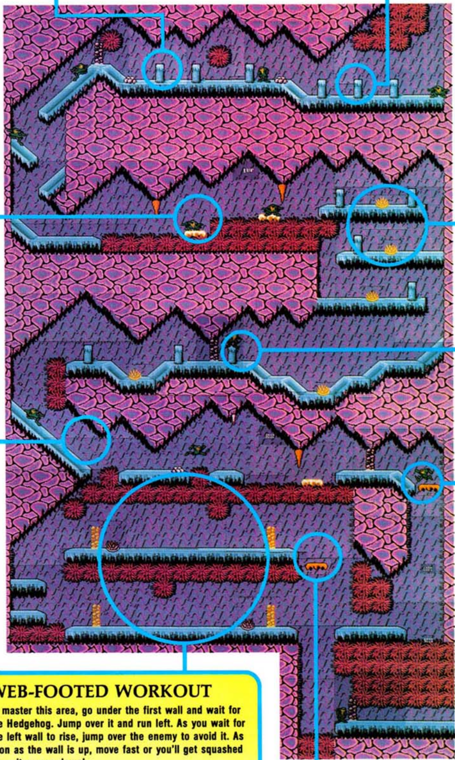


A

HEDGE-HOPS

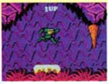
Nimble leaping is necessary to make it through the Hedgehogs ahead. Jump over them, run fast and jump again!





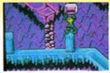
FANCY FOOTWORK

Duck under the first stalactite, and as soon as you jump onto the upper moving platform, jump for the 1-Up.



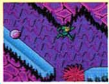
CLEAR THE WAY

Toss an Ice Block against the barrier and stay on top of the short wall until the barrier is broken.



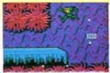
SUPER SLIDE!

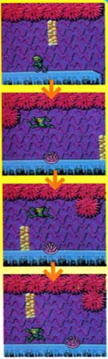
Wait until the very last second to jump over this pit.



RIDE THE WILD ROCK

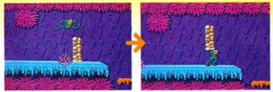
Stay on the platform as it plummets. The longer you fall before jumping, the more points you get.





WEB-FOOTED WORKOUT

To master this area, go under the first wall and wait for the Hedgehog. Jump over it and run left. As you wait for the left wall to rise, jump over the enemy to avoid it. As soon as the wall is up, move fast or you'll get squashed when it comes down!



TO THE WATER RAPIDS

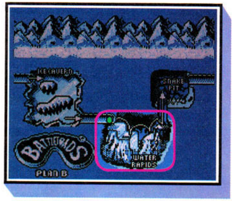
HOT DOGGIN'

Wait until the last possible second and score 10,000 bonus points!

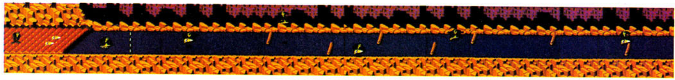
Surf City

"Get ready to hang tough Toad, 'cause there's a wet and wild world ahead!"

If you liked the Speed Bikes, you'll love the Space Boards ride in this level. The Boards skip along the surface of the water, but have no real jumping ability. You'll have to watch out for logs, or your Toad will become a piece of jetsam.

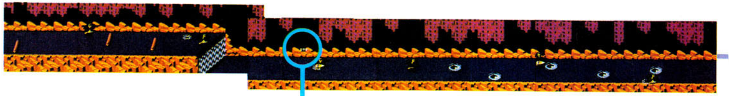


A START

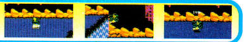


TO A1

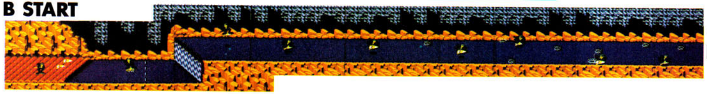
A 1



Soar off the middle of the waterfall at high speed to catch the 1-Up in the center of the rapids.

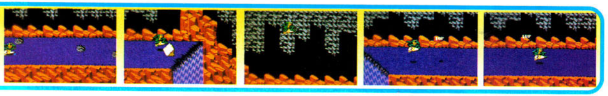


B START



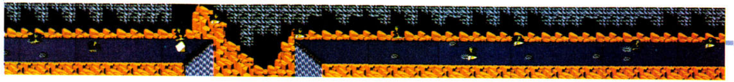
TO B1

Although the speed of the scroll in this section makes it difficult, you should try to capture the 1-Up in the middle of the river.

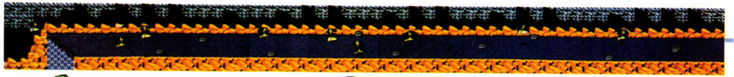


These seas are swarming with mines! Although the obstacles bubble forth randomly, they aren't that difficult to avoid.

B 1



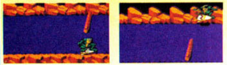
B 2



BATTLETOADS

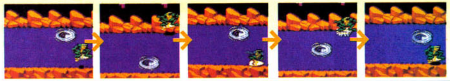
AVOID GETTING WATERLOGGED

A. Weave back and forth between the first set of logs. When you reach the moving logs, try to stay at the river's edge and hold back until it's clear to advance.



The map shows the direction the obstacles are moving. Stay away from the logs by hanging back on the opposite bank.

B. The Whirlpools look more menacing than the logs, but can be avoided in the same manner. Stay to the edge of the stream, away from the direction of the Whirlpool's movement.



INVADERS!

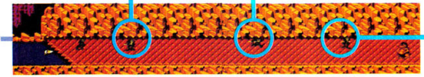
Hit as many of the Invaders as you can before they steal your Life Meter Boxes. You'll have to act fast to get all four Invaders.

WALKERS!

Surf City Walkers are taller than the ones on the surface, but still only take three hits to trash. Be sure to grab a leg to use as a weapon.

FLY FEAST

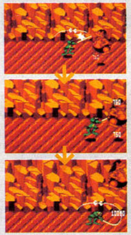
Edge forward until the flies come to you, then scarf them. Don't move too fast or Blag will spoil your feast.



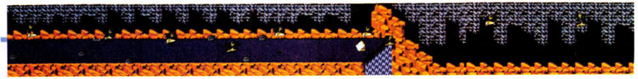
BIG BLAG, THEN ON TO B

BEAT BIG BLAG

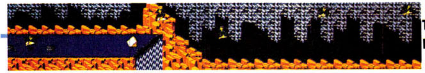
Big Blag is the king rat of the Dark Queen's rodent army, and he loves to smash things with his spiked tail. He also enjoys throwing his weight around, and will squash your Toad flat with a super blubber slam. When he jumps high, make yourself scarce!



To defeat Blag, try to get him against the side of the screen and pummel him mercilessly with a Walker's leg. He can take a lot of punishment!



TO B2

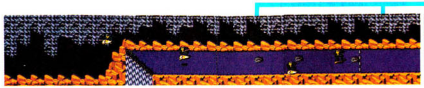


TO B3

THE GOAL!

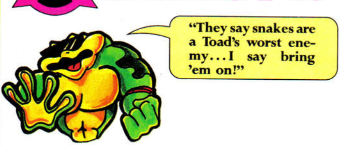
Avoid the last three Spiked Balls and you've made it to the end of the stage!

B 3

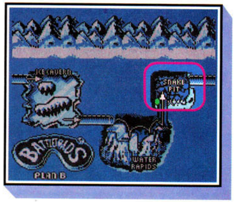


ON TO THE SNAKE PIT!

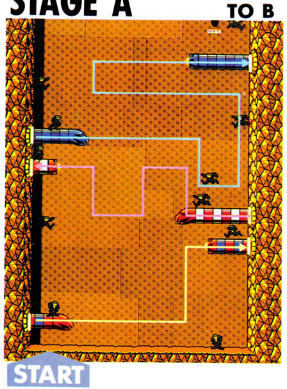
Snake Pit


"They say snakes are a Toad's worst enemy...I say bring 'em on!"

The Karnath's Lair has to be one of the most difficult parts of the Toads' journey. You've got to shimmy up giant scaled serpents, known as Karnaths, as they slip and slide over a pit full of spikes, to make your way up to the exit doors.

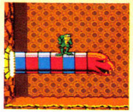


STAGE A

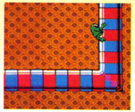


STAGE A

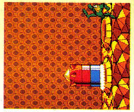
Since there's no time limit in the Battletoads mission, you can spend a bit of time in the first pit mastering snake handling. Jump on the first Karnath and try running around on its back. Climb up it when you can. Don't worry about falling, there's nothing here that can hurt you—yet!



To get on a serpent, jump up and let it pass below you.

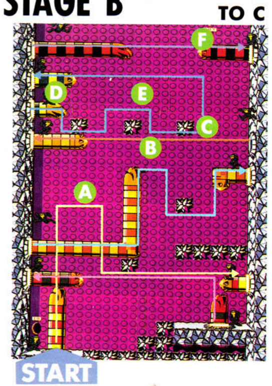


When a snake starts moving vertically, jump on and climb up.



When the viper you're riding slithers into a hole, leap onto another one.

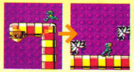
STAGE B



STAGE B

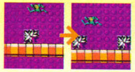
POINT A

Hold your position here until the front end of your mount appears below, then jump onto the snake.



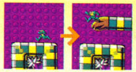
POINT C

As the snake moves from right to left, you'll have to jump quickly but cautiously over the 3 spiked balls.



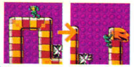
POINT E

When the snake has circled under the spiked ball and starts going left, jump up onto it.



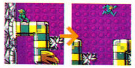
POINT B

From Point B, watch for spikes overhead when you jump left.



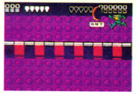
POINT D

Wait for the serpent's head to rise up from under the spiked ball, then jump over the obstacle.

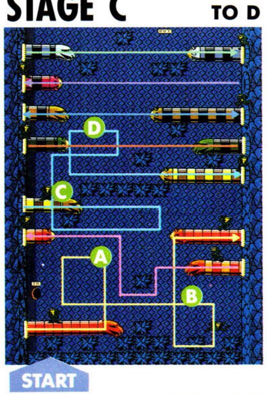


POINT F

The final reptile races by fast. Don't miss the exit!



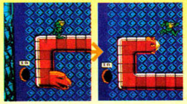
STAGE C



STAGE C

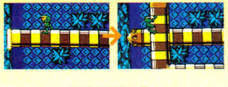
POINT A

Hold your position at Point A (right on the edge of the kink in the Karnath) and jump to Point B when the rest of the snake reaches it.



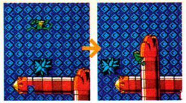
POINT C

Wait at Point C until the snake goes under the spikes to the right and comes back. Then shimmy up as the beast climbs.



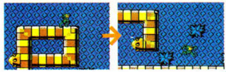
POINT B

Face left at Point B so you don't fall into the spikes. Then climb up when the serpent starts to move upwards.



POINT D

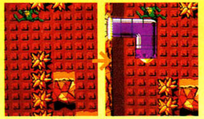
Hang out at Point D until you run out of snake—then you'll drop onto it below. Be sure to take the snake's movement into account when you're jumping or trying to hold your place.



STAGE D

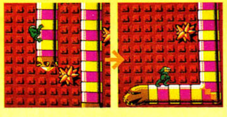
POINT A

You'll have to hop to it to make it over the platforms in time to reach the first Karnath as it moves vertically against the left wall.



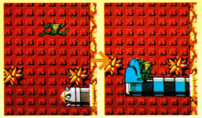
POINT D

From Point D, climb the serpent till you almost reach the spikes above. Jog in place until the tail comes near and veer right as you fall.



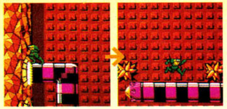
POINT B

Make a big jump here and hope you have enough hang time to catch the next reptile ride.



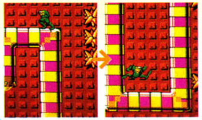
POINT E

Wait at Point E and jump at the last possible second so you clear the spiked ball below. Once you've passed it veer left. As soon as you land, get ready to jump over more spiked balls.



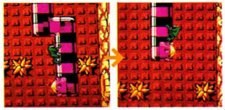
POINT C

Hang loose at Point C until the snake's tail comes close, then drop down.

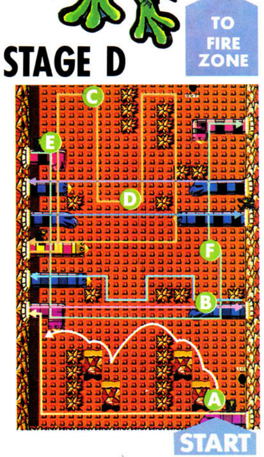


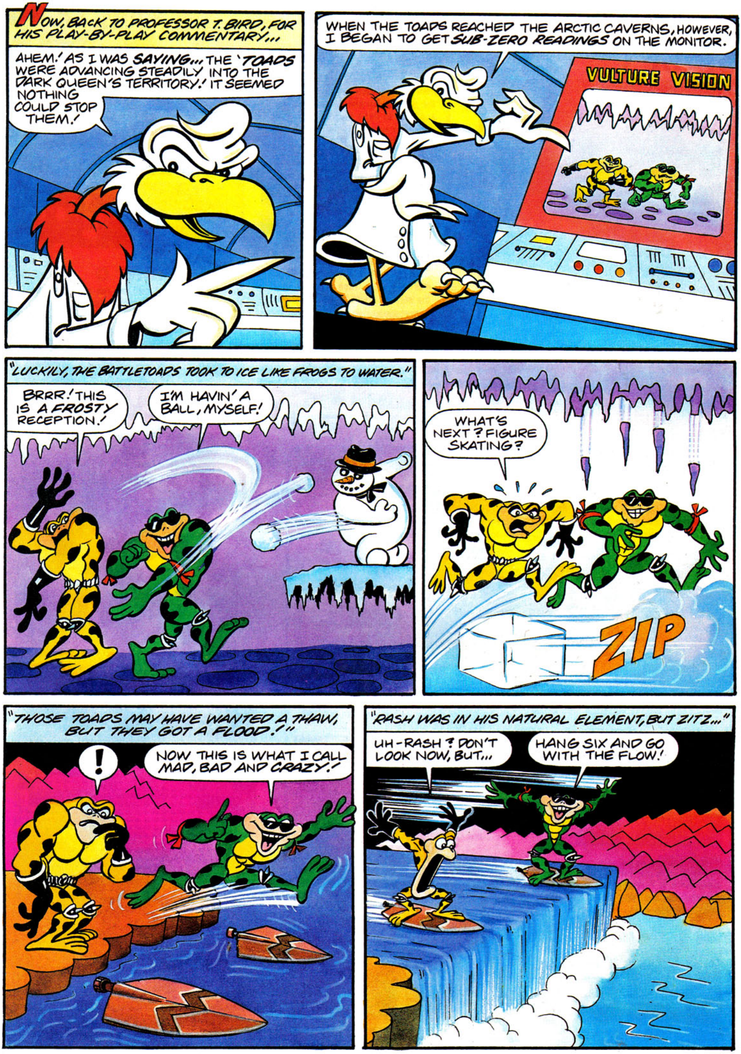
POINT F

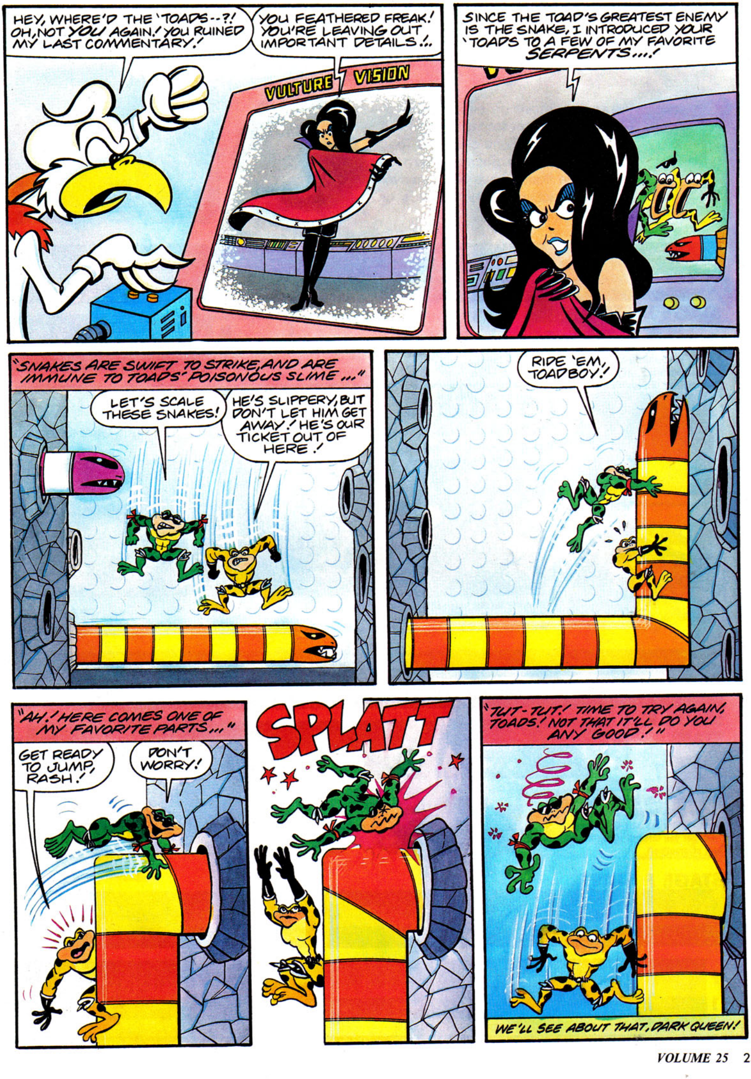
You have to be ready to make the transition at Point F from the left side of the snake to the right side. You can only safely reach the exit from the right side.



STAGE D



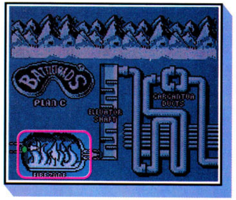

NOW, BACK TO PROFESSOR T. BIRD, FOR HIS PLAY-BY-PLAY COMMENTARY...
AHEM! AS I WAS SAYING... THE 'TOADS WERE ADVANCING STEADILY INTO THE DARK QUEEN'S TERRITORY! IT SEEMED NOTHING COULD STOP THEM!
WHEN THE TOADS REACHED THE ARCTIC CAVERNS, HOWEVER, I BEGAN TO GET SUB-ZERO READINGS ON THE MONITOR.
VULTURE VISION
"LUCKILY, THE BATTLETOADS TOOK TO ICE LIKE FROGS TO WATER."
BRRR! THIS IS A FROSTY RECEPTION!
I'M HAVIN' A BALL, MYSELF!
WHAT'S NEXT? FIGURE SKATING?
ZIP
"THOSE TOADS MAY HAVE WANTED A THAW, BUT THEY GOT A FLOOD!"
!
NOW THIS IS WHAT I CALL MAD, BAD AND CRAZY!
"RASH WAS IN HIS NATURAL ELEMENT, BUT ZITZ..."
UH-RASH? DON'T LOOK NOW, BUT...
HANG SIX AND GO WITH THE FLOW!


HEY, WHERE'D THE 'TOADS--?! OH, NOT YOU AGAIN! YOU RUINED MY LAST COMMENTARY!
YOU FEATHERED FREAK! YOU'RE LEAVING OUT IMPORTANT DETAILS!..
VULTURE VISION
SINCE THE TOAD'S GREATEST ENEMY IS THE SNAKE, I INTRODUCED YOUR 'TOADS TO A FEW OF MY FAVORITE SERPENTS...!
"SNAKES ARE SWIFT TO STRIKE, AND ARE IMMUNE TO TOADS' POISONOUS SLIME..."
LET'S SCALE THESE SNAKES!
HE'S SLIPPERY, BUT DON'T LET HIM GET AWAY! HE'S OUR TICKET OUT OF HERE!
RIDE 'EM, TOADBOY!
"AH! HERE COMES ONE OF MY FAVORITE PARTS..."
GET READY TO JUMP, RASH!
DON'T WORRY!
SPLATT
"TUT-TUT! TIME TO TRY AGAIN, TOADS! NOT THAT IT'LL DO YOU ANY GOOD!"
WE'LL SEE ABOUT THAT, DARK QUEEN!

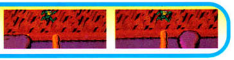
Fire Zone

Yet another mode of Toad transportation must be mastered to make it through the Fire Zone alive: the Toad Plane! Flying over a gigantic cavern full of fire, the Toads have to maneuver between fluctuating Force Fields or face a fiery doom!

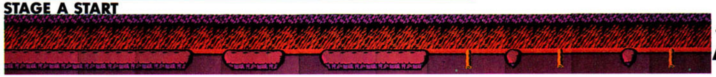
"Things are heatin' up for the Battletoads!"



Special Attacks are how automatic! Bust loose on the attackers, and jump with care when you reach the logs.

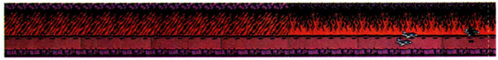


STAGE A START

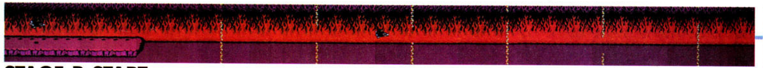


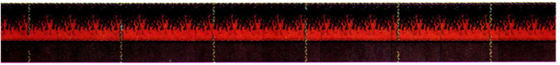
TO A1

A 1



TO B

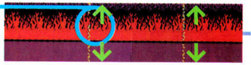


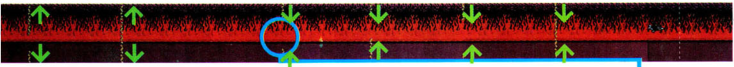


STAGE B START

TO B1

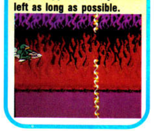
B 1





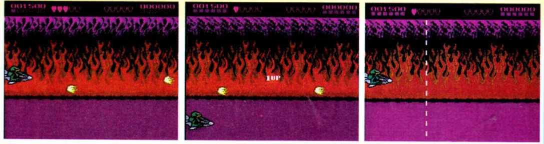
TO C

A. Up until this point, the Force Fields open as you approach. Stay to the left as long as possible.



STAGE C

In Stage C, a random storm of fire will assail you from the right. Stay to the left and move up and down to avoid the fireballs.

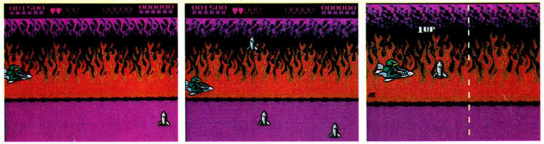


Be ready for the 1-Up and get it if you can.

TO STAGE D

STAGE D

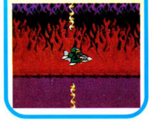
Rockets will randomly launch from the depths of the fire in Stage D. Stay to the left or middle and dart and weave to avoid them.

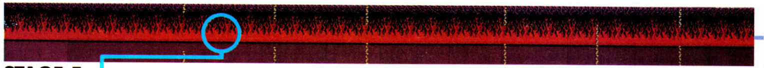


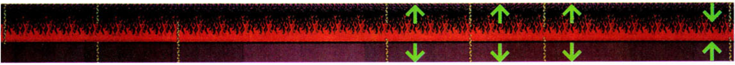
You can collect another 1-Up in this stage.

TO STAGE E

B. Force fields will close as you come near. Speed on through.



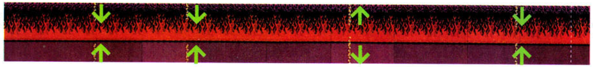




STAGE E START

TO E1

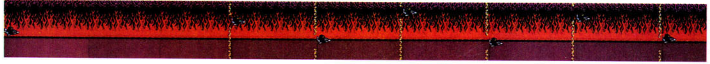
E 1



TO F

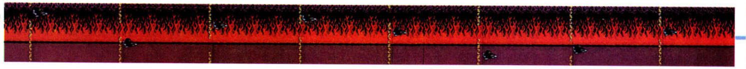
The speed really picks up here. Like in the Turbo Tunnel, reflexes and memory are the only things that will get you through alive (plus a lot of practice!).

STAGE F START

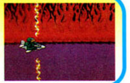


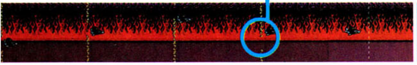
TO F1

F 1



The openings in the last pair of Force Fields are on opposite ends of the screen. After you go through the top one, hold back as long as you can, and then go down.



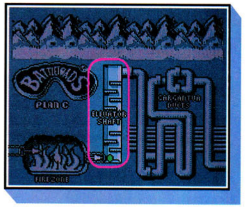


TO THE ELEVATOR SHAFT

Elevator Shaft

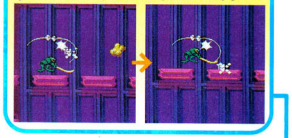
"This isn't a free ride! I'd rather take the stairs..."

The Elevator Shaft is indeed a challenging climb, and it will really test your jumping ability and timing. At least you don't need to ride another wacky vehicle in this level!



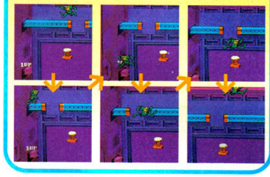
DON'T GET SLIMED!

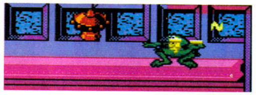
If you have the pipe you can destroy the slime easily. Otherwise, you'll have to avoid their deadly touch as you make your way across the platforms they guard.



TROUBLESOME 1-UP

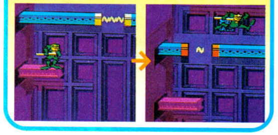
Although it's tough to get, you'll probably need this 1-Up. Go up through the gap and then head to the left side. You'll fall back down onto the platform with the 1-Up on it. From there, jump to the spring platform when the gap is over your head. Now spring upwards.

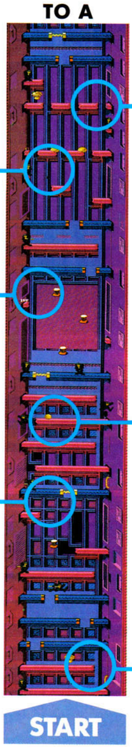




THROUGH THE GAPS

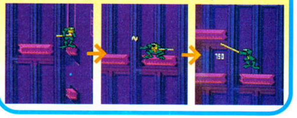
When the electric barrier shuts off, quickly jump through the gap. You don't have a time limit, so wait for a good opening.

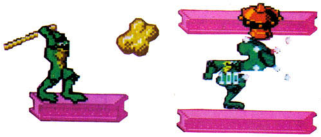




JUMP AND SQUAT

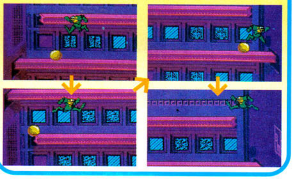
Duck and wait for the energy projectiles from the robot to pass you by. Make for the platform and duck again when the projectiles start flyin'. Trash the Robot when you're close.





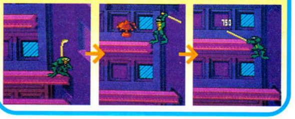
SNOT BALL SPIGOT

Watch the timing of the Snot Balls as they shoot out of the wall. You'll have to jump quickly over them to make it through. Although you can destroy the Snot Balls with a pipe, this will only slow you down and ruin your timing.



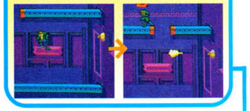
RIP UP THE PIPES

At a few points in your journey, you'll be able to rip pipes off the wall. Be sure to grab the first one and use it on the approaching enemy.



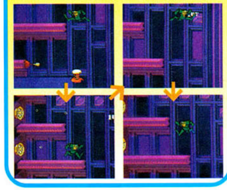
DOUBLE JEOPARDY

Stay on the lowest platform until the Gasser fires, then hop onto the middle one and hope for an opening in the upper platform. If none comes, be ready to leap back down.



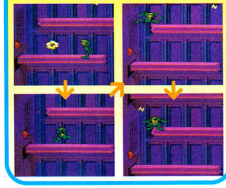
SUCTION VALVES

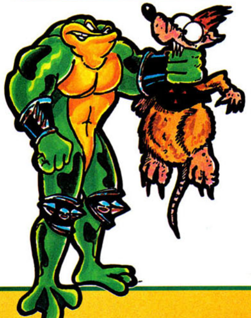
You're faced with a double threat here: poison gas and hindering suction valves. When the valves pause, don't hesitate, but just start climbing.

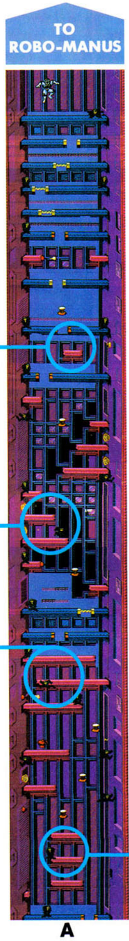


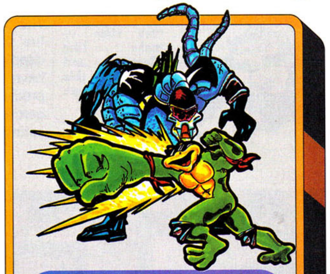
RACE FOR LIFE

When gas and energy projectiles fire simultaneously, that's your signal to beat it up to the next level. Get ready to duck!



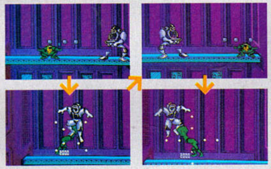






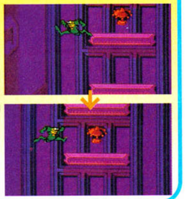
HOW TO DEFEAT ROBO-MANUS

Robo-Manus starts out sluggish, but soon he'll whip out a machine gun and pepper you with lead. Hit him as much as possible at the beginning, because he'll speed up as you damage him. When he jumps up, move in to where he'll land and hit him when he does!



TRIPLE THREAT!

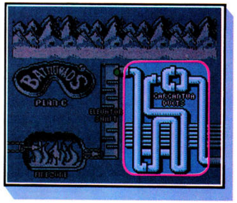
Each of the three platforms is guarded by a robot sentry. Time your jump up and around the edge of the platform so you're ready to beat the robot as soon as you land. Hit 'em quick and hit 'em hard!

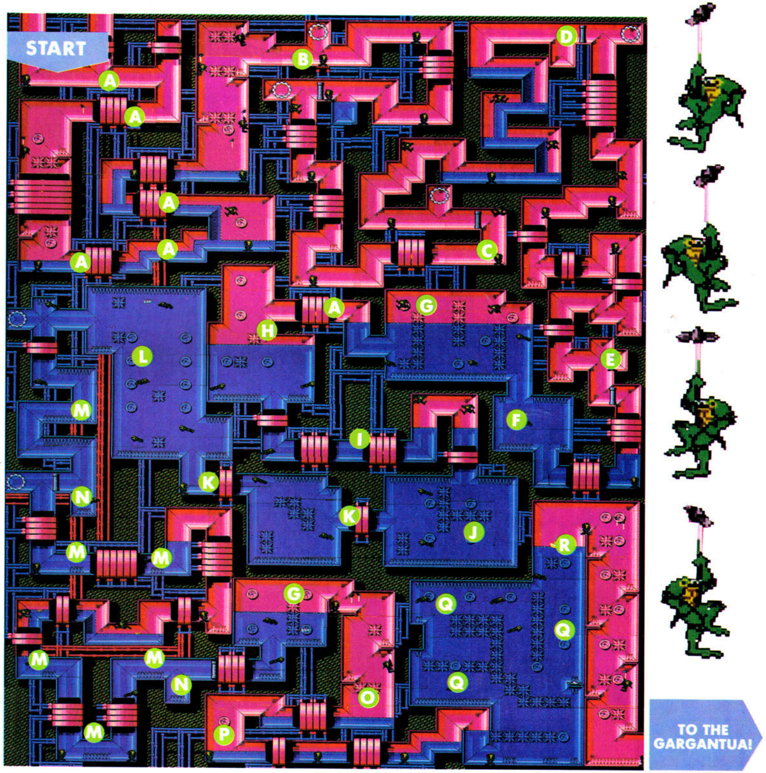


Gargantua Ducts

"It's time to make like plumbers and clear out this maze of slime filled pipes!"

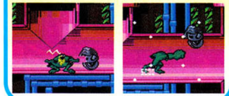
The only way into the Gargantua is through a labyrinth of deadly pipes. The Toads will have to outrace giant gears, precision swim between dangerous spikes and battle frog-eating fish to make it through.





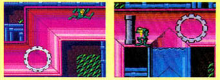
A. BUST THE 'BOT

Approach the robots (marked on the map by A) with caution, ducking under their electric projectiles. When you're close, grab them and smash them against the ceiling. Be careful, sometimes the robot's position is concealed.



B. RUN TOAD, RUN!

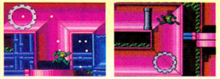
Those giant gears aren't just decorations, they're traps! The gears will roll after your Toad and will grind him unless you beat them to a certain point.



Stand against the wall blocking off the passage and the gear will drop into the pit and disintegrate.

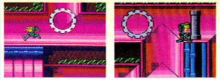
C. JUMP AND DODGE

When you run out of running room, wait half a second and as the gear approaches, jump up. The gear will disappear when it hits the wall.



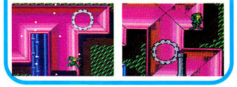
D. SWIM UP-STREAM

To reach the end of this gear's run, you'll have to hop up, against the current.



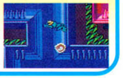
E. HANG OUT

At the end of this gear's run, duck into the alcove above the final wall and the gear will continue onward and vanish.



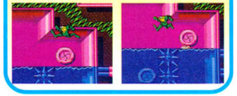
F. SHORT CIRCUIT THE EEL

Hit the electric eels twice to take them out. The move is tricky. You have to swim carefully as you punch.



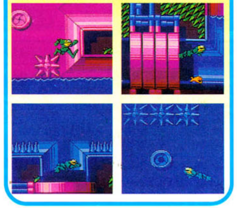
G. LEAPIN' LIZARDS!

To leap the spiked barrier, get as close to it as possible and leap straight up, out of the water. Then jump over the barrier.



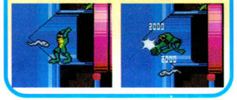
H, I, J. RUN DEEP

Try not to hesitate as you swim through this hazardous spike-filled area. The faster you swim, the less contact you'll make with the orange hammerhead fish.



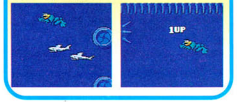
K. A SHOCKING DISCOVERY

Yep, there are more electric eels down below. It's always best to avoid these critters whenever possible, rather than fight.



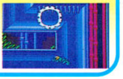
L. 1-UP, BUT MANY TO GO

Swim near the top of this large chamber to capture a 1-Up. You've still got a long way to go, Toad, and you'll need it!



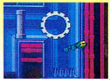
M. SKINNY DIPPING

The gears are back, but this time you have to swim away from them! There's no time to lose!



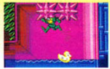
N. LAY LOW

Duck into the pit with spikes and the gear will pass you by. It takes a steady hand to keep your frog off the deadly spikes.



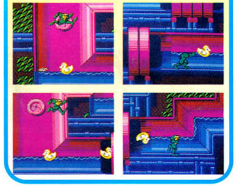
O. RUB OUT DUCKS

Don't try and play with these oversized bath toys! It's better to just avoid the first duck by jumping over it.



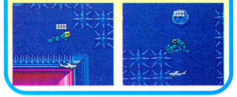
P. RUBBER DUCK DUO

You'll have to do some fancy jumping to avoid the ducks until both are moving right. You can then attack them from behind. When they are temporarily stunned, cruise by fast.



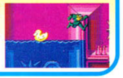
Q. JAWS, TOO!

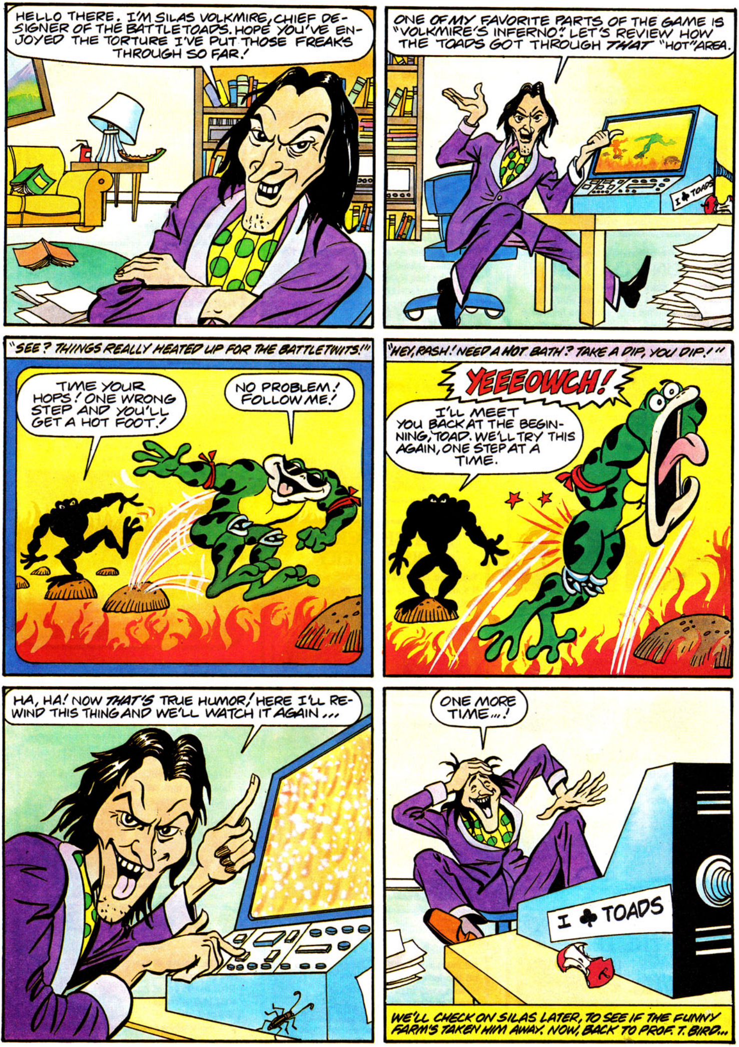
A pair of frog-eating sharks will attack here. Beat them back with a ham-sized fist.

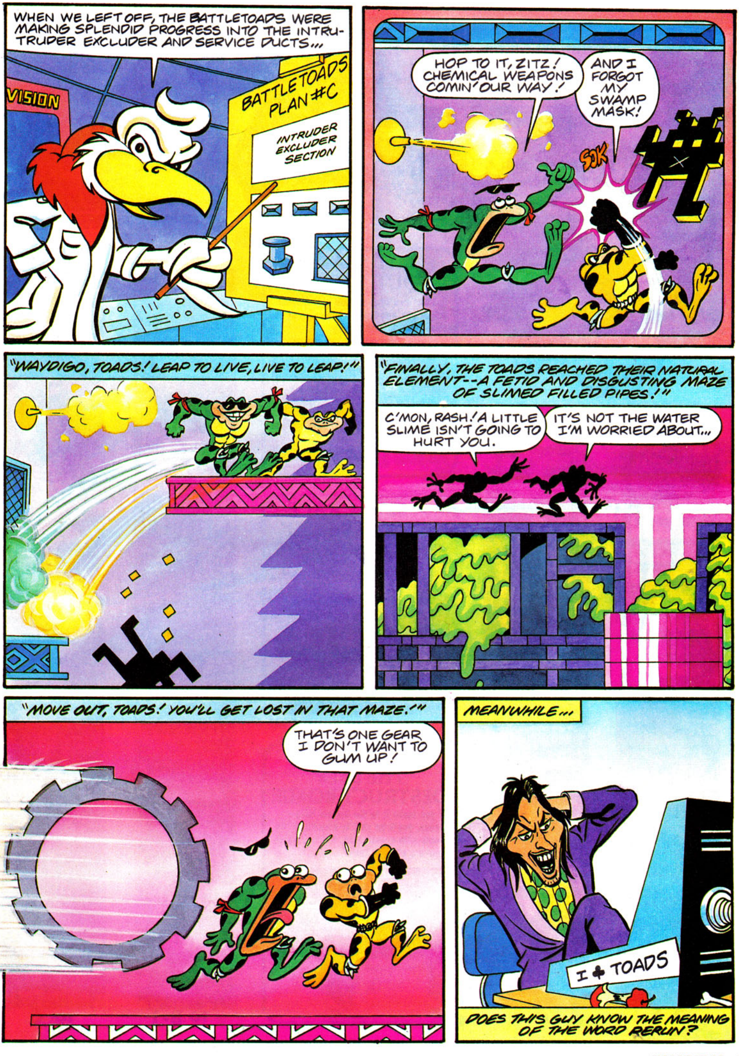


R. WHAT'S UP, DUCK?

Hold the sharks at bay and as soon as the Duck moves out of the way, high-tail it up and past him!




HELLO THERE. I'M SILAS VOLKMIRE, CHIEF DESIGNER OF THE BATTLETOADS. HOPE YOU'VE ENJOYED THE TORTURE I'VE PUT THOSE FREAKS THROUGH SO FAR!
ONE OF MY FAVORITE PARTS OF THE GAME IS "VOLKMIRE'S INFERNO." LET'S REVIEW HOW THE TOADS GOT THROUGH *THAT* "HOT" AREA.
I ♣ TOADS
"SEE? THINGS REALLY HEATED UP FOR THE BATTLETWITS!"
TIME YOUR HOPS! ONE WRONG STEP AND YOU'LL GET A HOT FOOT!
NO PROBLEM! FOLLOW ME!
"HEY, RASH! NEED A HOT BATH? TAKE A DIP, YOU DIP!"
YEEEOWCH!
I'LL MEET YOU BACK AT THE BEGINNING, TOAD. WE'LL TRY THIS AGAIN, ONE STEP AT A TIME.
HA, HA! NOW *THAT'S* TRUE HUMOR! HERE I'LL REWIND THIS THING AND WE'LL WATCH IT AGAIN...
ONE MORE TIME...!
I ♣ TOADS
WE'LL CHECK ON SILAS LATER, TO SEE IF THE FUNNY FARM'S TAKEN HIM AWAY. NOW, BACK TO PROF. T. BIRD...

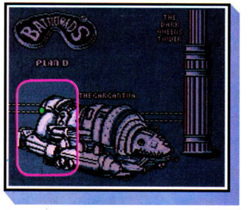

WHEN WE LEFT OFF, THE BATTLETOADS WERE MAKING SPLENDID PROGRESS INTO THE INTRUTRUDER EXCLUDER AND SERVICE DUCTS...
VISION
BATTLETOADS PLAN #C
INTRUDER EXCLUDER SECTION
HOP TO IT, ZITZ! CHEMICAL WEAPONS COMIN' OUR WAY!
AND I FORGOT MY SWAMP MASK!
SOK
"WAYDIGO, TOADS! LEAP TO LIVE, LIVE TO LEAP!"
"FINALLY, THE TOADS REACHED THEIR NATURAL ELEMENT--A FETID AND DISGUSTING MAZE OF SLIMED FILLED PIPES!"
C'MON, RASH! A LITTLE SLIME ISN'T GOING TO HURT YOU.
IT'S NOT THE WATER I'M WORRIED ABOUT...
"MOVE OUT, TOADS! YOU'LL GET LOST IN THAT MAZE!"
THAT'S ONE GEAR I DON'T WANT TO GUM UP!
MEANWHILE...
I ♣ TOADS
DOES THIS GUY KNOW THE MEANING OF THE WORD RERUN?

The Gargantua

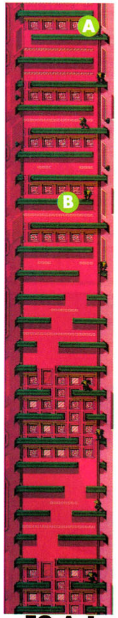
—PART 1—

The Dark Queen has sent Scuzz to blow up the Gargantua— with the Battletoads inside! You'll have to beat him to the 3 self-destruct Bombs through corridors that go straight to the core of the ship.

"What's so big about this ship, anyway?"

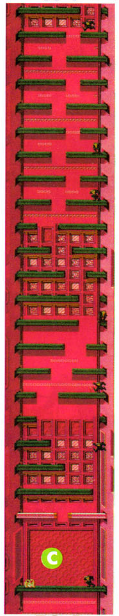


A START



TO A-1

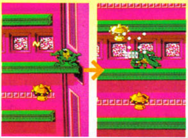
A-1



TO B

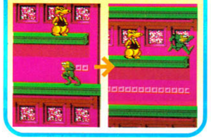
A. IT STARTS OUT EASY...

Act fast and wipe out the now familiar robots you meet at the beginning of the stage. Get through quickly.



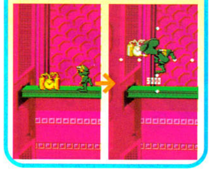
B. IT'S A RACE TO THE FINISH!

You can't defeat Scuzz—but you do have to beat him in a race to the bottom of the corridor. Once you see him, run!!!

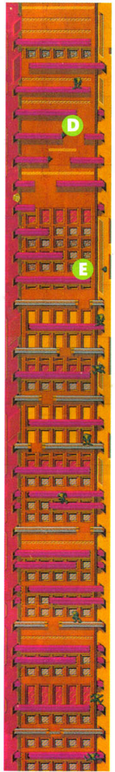


C. BOOT THE SELF DESTRUCT BOMB!

If you make it to the bottom before Scuzz, you'll be able to deactivate the Bomb with a swift kick. If Scuzz beats you—it's all over, Toad.

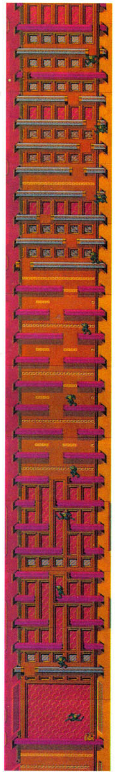


B START



TO B-1

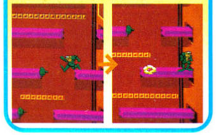
B-1



TO C

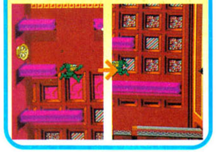
D. GAS ATTACK!

Scroll down so you can see the Gasser and watch its firing pattern. When you see an opening, go to the fourth platform.



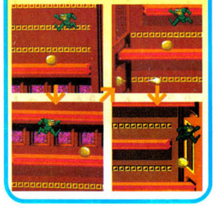
E. FREE-FALLING FROGS!

As you fall through this area, press Right to avoid the Suction Valve, then Left to miss the poison gas. The race begins!



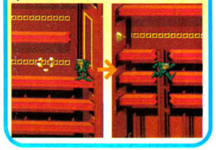
F. SPEED PAST THE SPIGOT

You won't have time to study the pattern of the Snot Balls here— you've got a race to win! Get through at top speed!

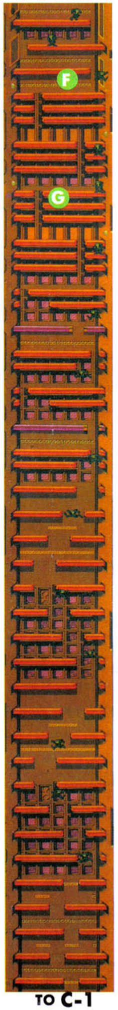


G. GIVE IT THE GAS, TOAD

Spurts of poison gas close the way at this point. Don't wait too long to find an opening, because Scuzz is right behind you.

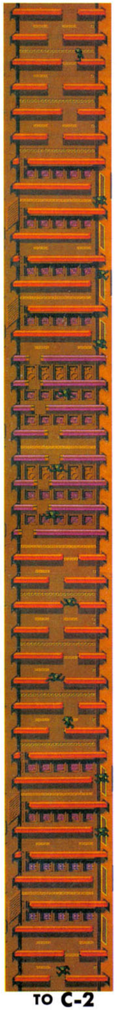


C START



TO C-1

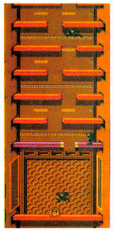
C-1



TO C-2

BATTLETOADS

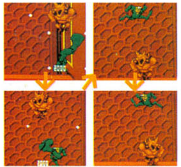
C-2



TO SCUZZ

GENERAL SLAUGHTER

After you've kicked the third Bomb, Slaughter has to fight. Avoid him by jumping and hit him when his back is turned.



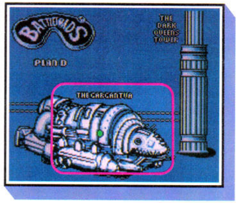
Gen. Slaughter moves faster and faster as combat continues. Hit and hop until he drops!

The Gargantua

"You've gotta be kidding! I thought we had raced on every vehicle possible! But then we saw the Clinger Wingers . . ."

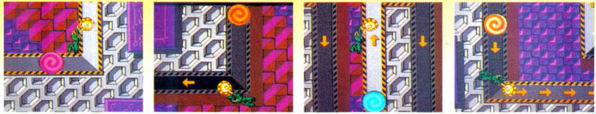
—PART 2—

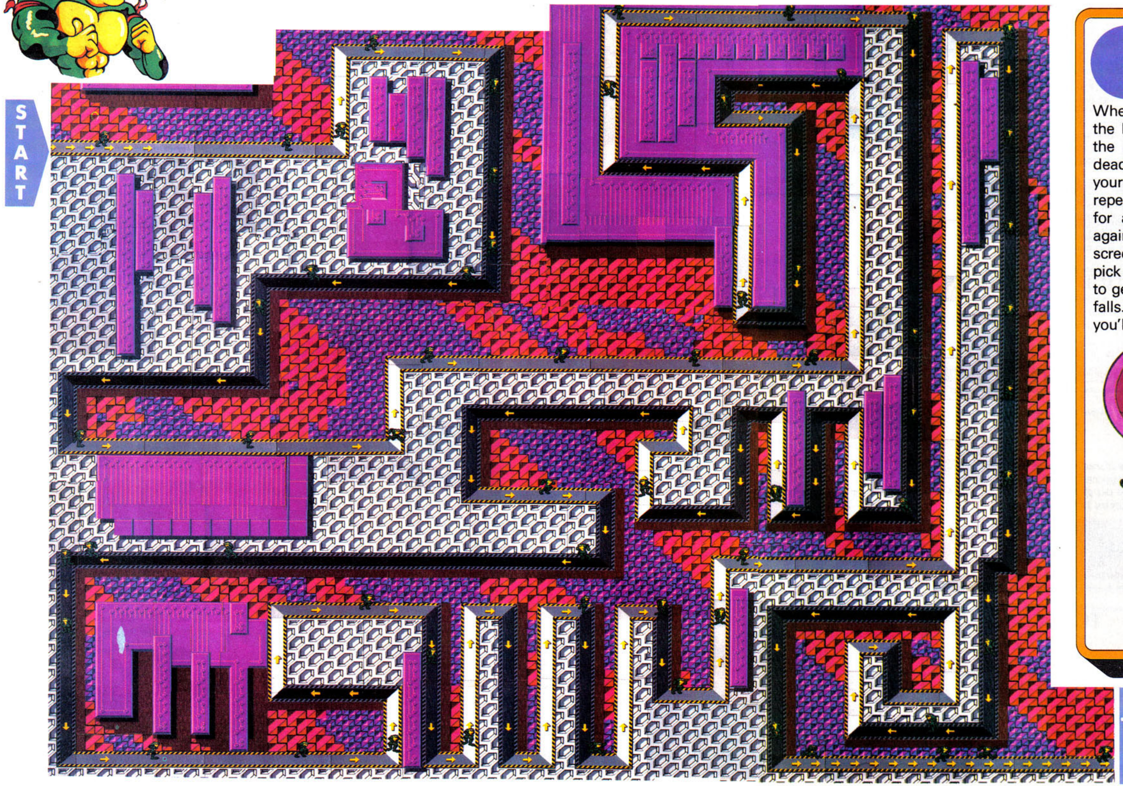
It's another race against doom through the corridors of the Gargantua, this time dragged behind the high-speed unicycles known as the Clinger Wingers. They go any which way but loose with a hypnotic energy orb in hot pursuit. Time's up if it catches you!


BATTLETOADS
THE DARK QUEENS TOWER
PLAN D
THE GARGANTUA

MAKE TRACKS, TOAD!

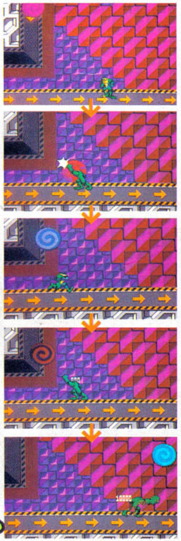
You begin the race with a slight head-start on the hypno energy orb, and you have to keep that lead until the end. The Clinger Winger cycles are slightly faster than the orb around corners, so you need to hit them fast.




START
TO THE HYPNO ORB BATTLE!

BATTLE THE HYPNO ORB!

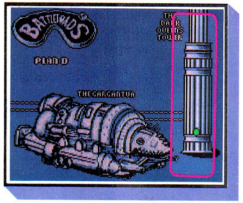
When you reach the end of the line, you'll have to fight the hypno orb. It's touch is deadly unless you hit it with your fist. Punch the Orb repeatedly and don't let up for a minute. Try to get it against the edge of the screen to really tag it. If you pick it up and toss it, be sure to get out from under it as it falls. If you're persistent, you'll win.



The Dark Queen's Tower

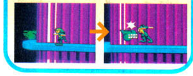
"We'll do the twistin', and the Dark Queen will do the shoutin'! Hear that, Dark Queen? We're comin' for you!"

As you circle and climb the cylindrical tower, the view will stay on your Toad and the Tower's features will rotate in and out of sight. This effect gives the entire stage a three dimensional feel, and makes the game play deadly!



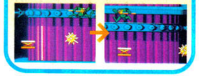
CLOUD CREATURES

The Cloud Creatures attack in a spiralling pattern. Stay in the middle of the tower when one is near and use a Head Butt to clobber it.



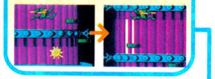
PUT A SPRING IN YOUR HOP

Take your time when you reach the spring platforms. Making an accurate leap can be tricky when the springs are giving you an extra boost.



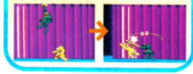
SEARCH OUT THE STEPS

As you run around the Tower, the other side will scroll into view. If you don't see steps leading up, circle the Tower until you find them.

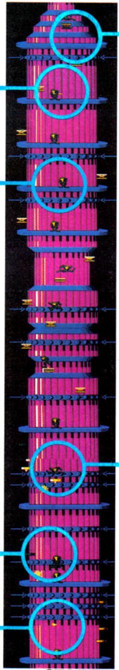


LOWER THE FLAG POLE

Dodge Hornhead until you have a chance to get close and punt him off the Tower. With the coast clear, jump up, grab the Flag Pole and rip it off the wall.



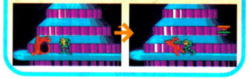
TO A-1



START

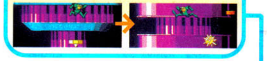
BIG APPETITE= BIG TROUBLE!

The big red rat you encounter at this point in your climb has an insatiable appetite for one thing–frog's legs! Attack him only when his mouth is closed or he'll gobble you up.



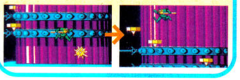
STICKY SITUATION

Watch it when you jump up off of this platform. A Spiked Ball orbits this level of the Tower at super high speed!



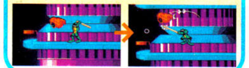
KEEP ON HOPPIN'

Some platforms will sink if you stand on them. Jump repeatedly to keep the platform in one place. If this platform sinks, you'll be in range of the bouncing Spiked Ball.

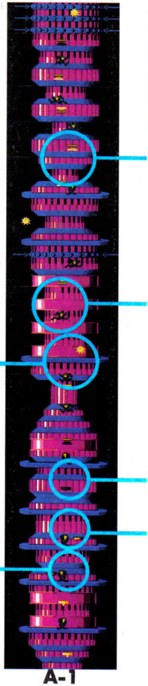


FORECAST: CLOUDY

This time, a Crimson Cloud Creature attacks with a bubble of poison gas. Just try to get past him fast–the screen will scroll upwards even if you haven't defeated the monster.



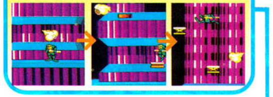
TO B



A-1

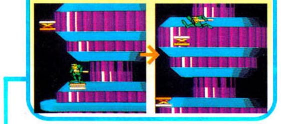
RACE THE WIND

The storm is again deadly, and your only chance to out live it is to out race it. You can do it!



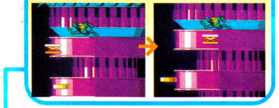
SPRING LOADED THRILLS

The independently orbiting platforms are the spring loaded variety. Timing is extra difficult here, because you have to jump squarely on the platform.



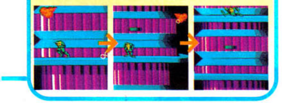
ORBITING PLATFORMS

To add to the challenge, at this point the platforms independently circle the Tower. Timing is essential to using these platforms. Jump up when the moving platform is almost overhead.



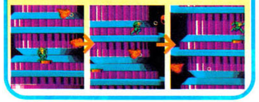
RED STORM DESCENDING

Avoid the two Crimson Cloud Creatures by following them around the tower. They will drop poison bubbles on you, so watch out. You can make it past them without fighting if you hurry!

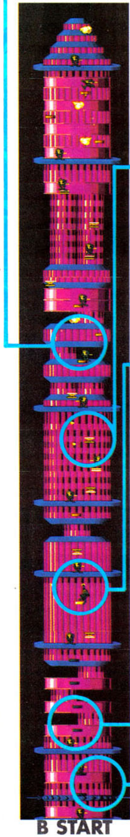


FOLLOW THE LEADER

To best avoid the single Crimson Cloud Creature here, follow it around the Tower. When you have an opening, high-tail it higher!



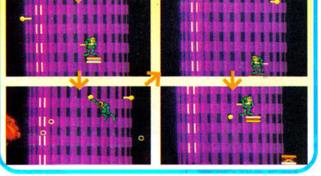
TO THE DARK QUEEN



B START

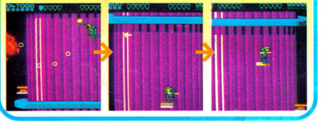
WAIT OUT THE STORM

When the big red head shows up on the side of the screen, leap for a flag pole and hold on tight. He'll huff and puff, but won't blow you down unless you try to move. Once he's gone, continue.



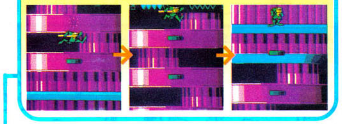
HUFF AND PUFF, RED HEAD

Make for the flagpole and hold on as the big red head blows at you. When it stops huffing, drop down and veer to the lower spring platform. If you try for the closer one you won't make it.



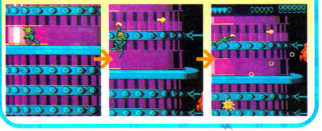
JUMP AND JUMP AGAIN

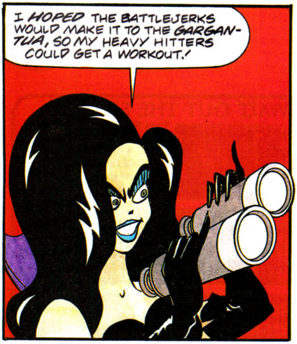
At this point in your ascent up the Tower, you will encounter four appearing/disappearing platforms, one above the other. As soon as you jump on the first one, jump straight up as fast as possible.

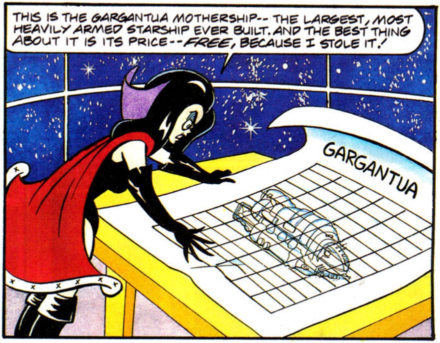


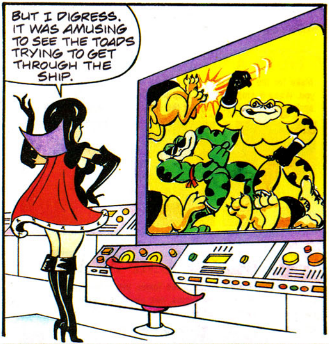
JUMP HIGH AND CARRY A BIG STICK

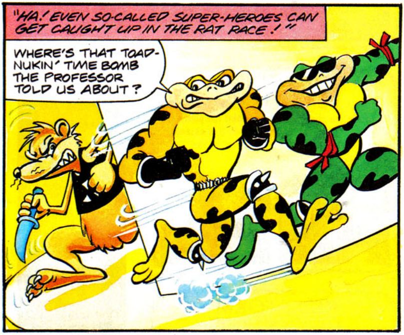
The flag pole is your only chance to continue upwards. Jump up, grab it and then vault up to the next platform, rather than dropping down. The stick will come in handy.

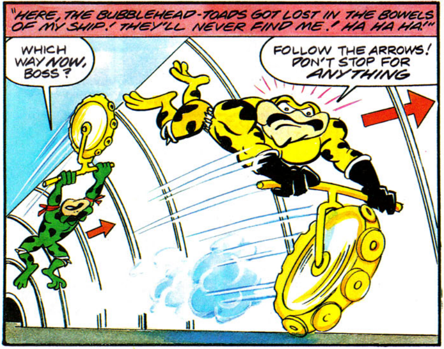


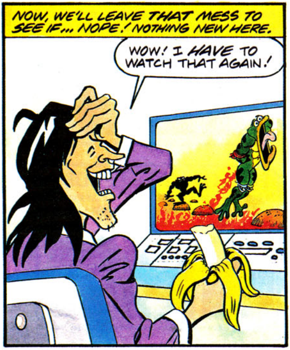

I *HOPED* THE BATTLEJERKS WOULD MAKE IT TO THE *GARGANTUA*, SO MY HEAVY HITTERS COULD GET A WORKOUT!

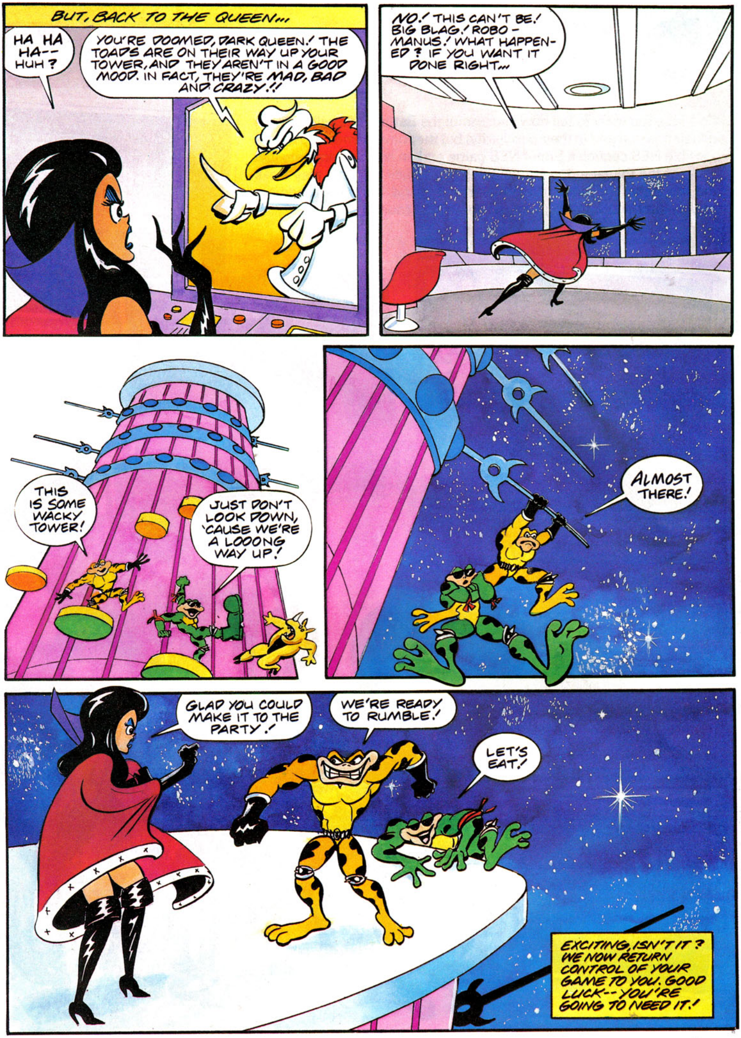

THIS IS THE *GARGANTUA* MOTHERSHIP-- THE LARGEST, MOST HEAVILY ARMED STARSHIP EVER BUILT. AND THE BEST THING ABOUT IT IS ITS PRICE-- *FREE*, BECAUSE I STOLE IT!
GARGANTUA


BUT I DIGRESS. IT WAS AMUSING TO SEE THE TOADS TRYING TO GET THROUGH THE SHIP.


"HA! EVEN SO-CALLED SUPER-HEROES CAN GET CAUGHT UP IN THE RAT RACE!"
WHERE'S THAT TOAD-NUKIN' TIME BOMB THE PROFESSOR TOLD US ABOUT?


"HERE, THE BUBBLEHEAD-TOADS GOT LOST IN THE BOWELS OF MY SHIP! THEY'LL NEVER FIND ME! HA HA HA!"
WHICH WAY *NOW*, BOSS?
FOLLOW THE ARROWS! DON'T STOP FOR *ANYTHING*


NOW, WE'LL LEAVE THAT MESS TO SEE IF... NOPE! NOTHING NEW HERE.
WOW! I *HAVE* TO WATCH THAT AGAIN!

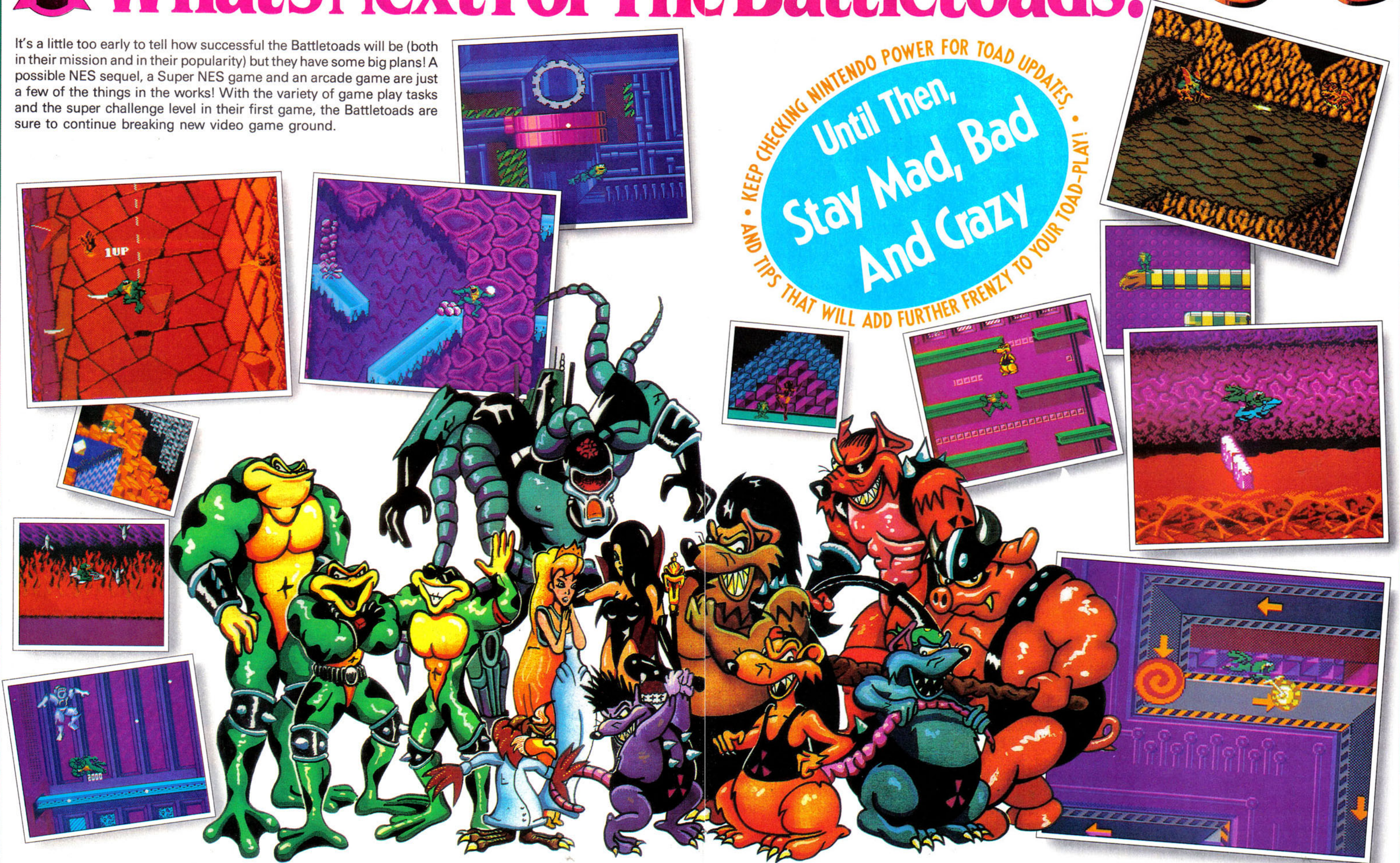

BUT, BACK TO THE QUEEN...
HA HA HA-- HUH?
YOU'RE DOOMED, DARK QUEEN! THE TOADS ARE ON THEIR WAY UP YOUR TOWER, AND THEY AREN'T IN A GOOD MOOD. IN FACT, THEY'RE MAD, BAD AND CRAZY!!
NO! THIS CAN'T BE! BIG BLAG! ROBO-MANUS! WHAT HAPPENED? IF YOU WANT IT DONE RIGHT...
THIS IS SOME WACKY TOWER!
JUST DON'T LOOK DOWN, 'CAUSE WE'RE A LOOONG WAY UP!
ALMOST THERE!
GLAD YOU COULD MAKE IT TO THE PARTY!
WE'RE READY TO RUMBLE!
LET'S EAT!
EXCITING, ISN'T IT? WE NOW RETURN CONTROL OF YOUR GAME TO YOU. GOOD LUCK--YOU'RE GOING TO NEED IT!

What's Next For The Battletoads?

It's a little too early to tell how successful the Battletoads will be (both in their mission and in their popularity) but they have some big plans! A possible NES sequel, a Super NES game and an arcade game are just a few of the things in the works! With the variety of game play tasks and the super challenge level in their first game, the Battletoads are sure to continue breaking new video game ground.

KEEP CHECKING NINTENDO POWER FOR TOAD UPDATES, • AND TIPS THAT WILL ADD FURTHER FRENZY TO YOUR TOAD-PLAY! •

Until Then, Stay Mad, Bad And Crazy



SUPER NINTENDO®
ENTERTAINMENT SYSTEM

The Super Nintendo Entertainment System is on the way to U.S. stores this Fall, and it is worth the wait. What can you expect from this new 16 bit machine? How hot is it? This article will answer some of your questions, but others can't be answered until you actually see, hear and play the Super NES™ in person. For example, static photographs cannot reveal the impression of depth that is given by multiple scrolling backgrounds. They say that seeing is believing, and with the Super NES that old adage really holds true.

The brain of the Super NES was designed in Japan at Nintendo Company Ltd. The idea was to make a system that allows more realistic games and greater player involvement. That meant the system would have to handle ultra-sophisticated graphics and sound. The task fell to the 16-bit Central Processing Unit (CPU) which contains 128K RAM and 64K Video RAM for faster processing of game and graphic data. There is an additional 8-bit APU, or Audio Processing Unit to handle the digital, CD quality sound.

The Japanese version of the Super NES (called the Super Famicom) has been out for almost a year now. The U.S. version is very similar to its Japanese counterpart, but there are some important changes and improvements.

Lance Barr began designing the exterior housing of the Super NES in July of 1990 at Nintendo's Redmond, Washington headquarters. At that time, Lance was given free reign to try out new ideas. "I was working on blue-sky designs," he said. "With video game systems there really aren't any expectations yet of what they should look like, so design considerations are pretty open. Most people are more concerned with the software that's available for the system." But he did have one directive from the brass at NOA. "They wanted a product that didn't look like a toy," Lance explained. The reason for that is the insides of the Super NES are anything but toyish. The sleek and sophisticated exterior had to fit the image of the complex 16 bit computer inside.

One of the aspects of design that isn't always apparent is what Lance calls "design semantics." The idea is that an object or feature should visually represent its function or give some clue as to its use or importance. For instance, from an early age people learn that sharp objects are dangerous to touch, whereas rounded objects are considered safe and invite touching. With that in mind, Lance designed the top-load bay in the Super NES with classical curving

Super Control

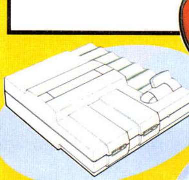
The Super NES Controllers are curved to fit comfortably in your hands while giving you good accessibility to the buttons, including four new buttons: the X and Y Buttons and a Left and Right Button on either side of the Controller. The A, B, Select, Start and cross controller are the same as on the original NES.

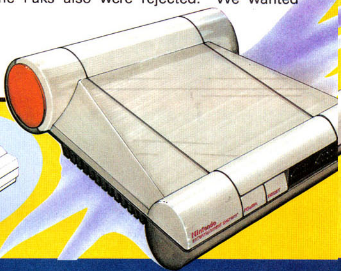
lines indicating that here is an area with which you can interact. There was a second consideration for making the curved loading bay—people don't place glasses of soda or bowls of cereal on curved surfaces. Spills are one of the chief service problems for the NES. For the same reason, Lance put the ventilator grill on the back of the Super NES rather than on top. He also made the bottom of the unit flat so it can be stacked with other components, for instance the CD ROM unit currently being developed jointly by Nintendo and Sony.

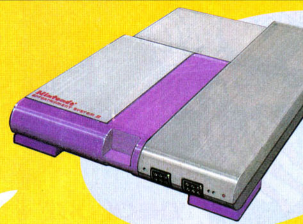
Even the Controllers were improved from the Japanese version. One of the problems people have found with the Japanese controllers is that they can't differentiate between the four control buttons. Although the Super Famicom buttons were color coded, Lance noted that few people took the time to look down at the controller while playing games. The sense of touch was more important, so he changed the rounded shape of the X and Y buttons to a hollow, dish shape like the buttons on the original NES Controllers. Attention to details like this really payoff for the player.

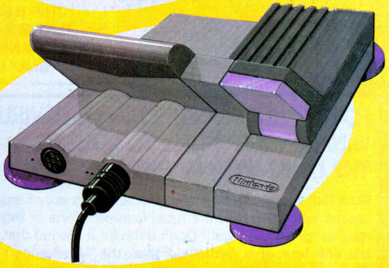
Evolution Of The Super NES™

Some of Lance's early designs would have required a much different printed circuit board and radically altered Game Paks. The super thin-line version gave way to the necessity of having a top-loading Game Pak. Later "crank" versions with a crank lever mechanism to load and unload Game Paks also were rejected. "We wanted something that was simple to use," Lance explained.

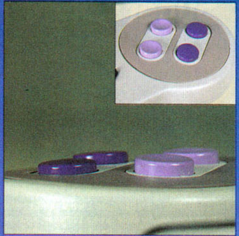








The Curves



The Super NES Controller buttons were redesigned so that you can tell them apart by the sense of touch alone. That means you don't have to take your eyes off the action for a second.

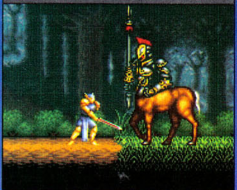
Super Graphics

Although graphics aren't the only consideration when comparing games or game systems, they are the most glamorous aspect of video games. Graphics fire the imagination and allow you to roam alternate universes.

The first and most obvious aspect of graphics is resolution. Resolution is determined by the number of pixels that can appear on the screen at one time. A greater number of pixels translates into higher resolution pictures. In the case of the Super NES, the resolution is a very impressive 512x448. That's almost twice the resolution of most other 16 bit systems. In addition, the Super NES can be connected to RGB monitors or Super VHS TVs using special cables for the best possible pictures.

Pixels are the building blocks of images because each can be a different color. A larger color palette allows more variety for shading and toning images, and that means more realistic and detailed game images. With 32,768 colors to choose from, the Super NES reproduces more colors than most people can distinguish. Actually, this system can do even more impressive stunts with color, such as Color Layering which allows objects to appear ghost-like while moving across a multi-colored background.

RESOLUTION



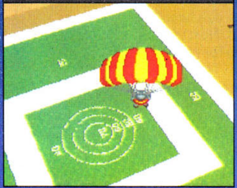
It's not enough anymore just to have a sharp image appear on the screen. To be interactive an image must appear to behave in whatever manner makes sense to its context. For instance, a car racing away from you must shrink. This is called "scaling". The Super NES is able to zoom in and out on objects, allowing for such intensely real activities as the sky diving sequence in Pilotwings.

Movement against a background is standard for almost all video games, but the Super NES handles four backgrounds all scrolling at different speeds. The result is a real feeling of depth, especially when one or more of the backgrounds are used as foregrounds, seemingly placing your character in the middle distance.

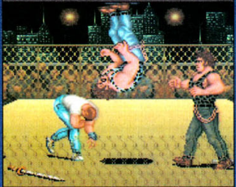
Rotating objects and backgrounds are other impressive graphic features of the Super NES. Not only can you scan 360 degrees of horizon in games like Pilotwings, you can also look down at the ground while turning a complete circle. Of course, while you're turning, the scaling feature also increases the size of everything below you. It's important to remember that these features can all come into play simultaneously.

Last, but certainly not least, are the Moving Objects or Sprites. On the Super NES you may find as many as 128 Moving Objects on the screen at one time! Super NES Sprites can be composed of 128x 128 characters. In comparison, Super Mario for the NES is 8x8 characters. We're talking big bosses here!

ROTATION



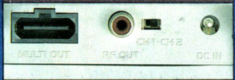
MOVING CHARACTERS



Super Sounds

Video game sound has lagged behind graphics from the start. In large part that has been due to the limitations of earlier systems. No more with the Super NES. It can reproduce the same digital stereo signals used in CDs with all the tonality and richness that you would expect from a recording of your favorite musical group. This also means that actual voices can be reproduced. Real voices! Imagine a Batman game in which cinema scenes don't have subtitles but the actual voices of Jack Nicholson and Michael Keaton! With the Super NES that sort of realism is possible. The revolution in sound extends to sound effects as well. To appreciate the symphonic richness of the Super NES you'll have to patch the A/V cables through your stereo or stereo TV. And the future sounds even brighter. Already Nintendo is planning to utilize Q-Sound, the synthesized surround sound system.

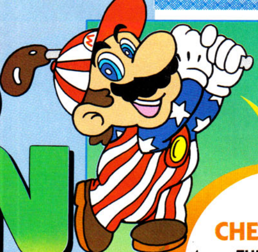
SUPER CONNECTIONS



Patching the Super NES through your home stereo results in a new game playing experience called AWESOME!

The next issue will cover the Super Games for this radical new system.

NES OPEN Tournament Golf™



CHECK OUT THIS ISSUE'S PLAYER'S POLL FOR A CHANCE TO WIN MY GOLF CART!

© 1991 Nintendo

FORGET KOOPA CRUNCHING AND VIRUS VANISHING! IT'S TIME TO TAKE TO THE LINKS WITH MARIO!

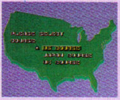
Now that Mario has mastered medicine, it's only fitting that he should take up one of the most favored sports of those in the medical profession, golf! Don't think for a second that the links are any less of a battlefield than the Mushroom Kingdom. There's some stiff competition in this high-stakes, three-course pro circuit and Mario's goal is to win a cool million!

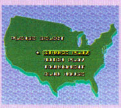
GAME PAK · DATA BOX		
NES OPEN Tournament Golf		
NINTENDO		
MEMORY	2M	
	MMC1	64K RAM
POWER METER		
Graphics & Sound		3.3
Play Control		3.4
Challenge & Excitement		4.0
Theme & Fun		4.2

IT'S ATTENTION TO DETAIL THAT MAKES THE GAME

PLENTY OF OPTIONS

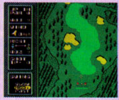
Mario's game of golf is definitely deluxe. There are more features in this video version of the sport than any other golf game for the NES. There's match play, stroke play, single hole challenges and even a practice mode where you can try each hole before competing. Then, when you're ready for the tourney, you can take on a field of five seasoned pros.

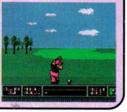




ANGLE ON THE ACTION

Several views of the course help you decide exactly how to tackle each hole. First you can scan the holes from overhead. Next you can check out the greens for pin placement and slopes. Then, when you're ready to tee off, you'll see the swing from a behind-the-back view. And, when the ball lands, you'll have your eye on exactly how it lies.

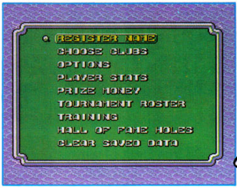




NES OPEN Tournament Golf

GET SET FOR COMPETITION

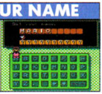
Mario's motto for everything that he sets out to accomplish is "be prepared." You can follow through on that motto by setting the game for the best conditions before you take a whack at the tournament prize. Know all of the available options and use them to get ready for the competition that awaits.


REGISTER NAME
CHOOSE CLUBS
OPTIONS
PLAYER STATS
PRIZE MONEY
TOURNAMENT ROSTER
TRAINING
HALL OF FAME HOLES
CLEAR SAVED DATA

I ALWAYS STUDY THE COURSE AND PLOT MY STRATEGY BEFORE I TEE OFF! GOLF IS A GAME OF INCHES!

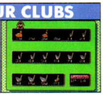
REGISTER YOUR NAME

Personalize your game by registering your name in place of Mario's. You'll be able to watch your name climb to the top of the leader board.



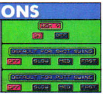
CHOOSE YOUR CLUBS

Fill your bag with as many as 14 clubs from a set of 16 wedges, woods and irons. It's good to have a wide variety for different conditions.



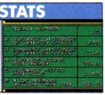
SET OPTIONS

If you always like to hit the ball with a certain type of spin or swing speed, you can make it so that each stroke is set for your custom swing.


ON
OFF
DEFAULT FOR SHOT SWING
OFF
SLOW
MED
FAST
DEFAULT FOR PUTT SWING
OFF
SLOW
MED
FAST

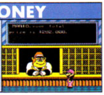
PLAYER STATS

Take a look at how you and your competitors have performed in the past and see if you can improve your own game after several rounds.


1 ROUND NUMBER
2 AVERAGE DISTANCE OF DRIVER SHOTS
279
3 LONGEST DISTANCE OF DRIVER SHOTS
314
4 AVERAGE SCORE PER ROUND
5 AVERAGE PUTTS PER HOLE
1.48
6 % OF ROUNDS BETTER THAN PAR

PRIZE MONEY

Assess your winnings by paying a visit to the course accountant. The tournament goal is to accumulate a million dollars in winnings!



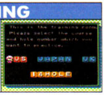
MARIO, your total prize is $202,000.

TOURNAMENT ROSTER

Change the names of your computer-controlled competitors on the tournament roster to add some character to your game.

TRAINING

The training mode allows you to preview any of the holes on the three tournament courses and to practice before competing.

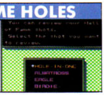


This is the training room. Please select the course and hole number which you want to practice.

US
JAPAN
UK
1 HOLE

HALL OF FAME HOLES

View replays of your finest golfing moments with this unique feature. You can relive every hole-in-one, birdie, eagle and the occasional.

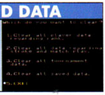


You can review your Hall of Fame shots. Select the shot you want to review.

HOLE-IN-ONE
ALBATROSS
EAGLE
BIRDIE

CLEAR SAVED DATA

Clear selected bits of information stored in the game's battery or begin again from a completely blank slate.



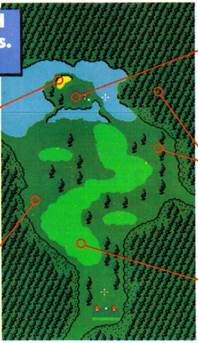
Which do you want to clear?

1. Clear all player data regarding rank.
2. Clear all data regarding stroke and match play.
3. Clear all tournament data.
4. Clear all saved data.
5. EXIT

KNOW THE LIE OF THE BALL

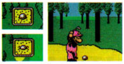
If you're aiming for par, you should get onto the green in two strokes under par and then two-putt the green. The best way to do that is to follow the fairway and try for a good green position. There are, of course, other possible lies.

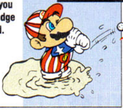
U.S. 2H
481 yds.
Par 5



BUNKER BLUES

Some traps are tricky. When you hit a bunker, pull out your wedge and hope the ball's not buried.



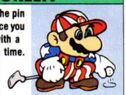


IN THE ROUGH

Tall grass will take a lot of distance out of your swing. Take a look at just how deep the lie is. Then choose a club that will dig the ball out and send it sailing.

ON THE GREEN

Every time you reach a green, the pin will be in a new place. That'll force you to approach the same holes with a slightly different strategy each time.

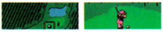


TREE TROUBLE

If you get caught behind a fir, you'll have to chip around the trees before you work onward to the green.

FAIRWAY FREEDOM

The best way to get to the green in the fewest amount of strokes is to keep the ball on the fairway, no matter how it is layout out.



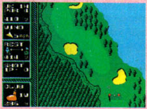
SHOOT FOR BIG MONEY IN THE HIGH-STAKES TOURNAMENT!

While the prize money isn't real, the thrill of winning is. Your goal is to reach the one million dollar mark in as few rounds as possible. You can earn prize money by making your way up the ranks in stroke play or by going head-to-head with another golfer in match play.

FOLLOW MARIO'S WINNING STRATEGIES FOR VICTORY ON THE LINKS!

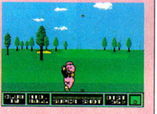
WATCH THE WIND

Gusts of nine miles per hour are not uncommon. Pay close attention to the wind and swing low to lessen its affect or change your stroke to compensate for it.



ACCURACY COUNTS

As you're coming in contact with the ball, you can hook, slice or hit a straight shot. Swing back all the way, hit it dead-on and you'll score a super shot.

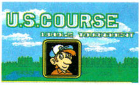


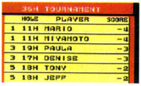
SWING FAST FOR DISTANCE

You can hit the ball with a slow, medium or fast swing. It's easier to be accurate with a slow swing, but you'll hit it farther with a fast swing.

STROKE PLAY

Don't expect to walk away with any cash unless you're a well-practiced player. The leader board is chock full of pros who never make mistakes. If you can make it near the top, you'll be rewarded with a six-digit purse!





36H TOURNAMENT

	HOLE	PLAYER	SCORE
1	11H	MARIO	−4
1	11H	MIYAMOTO	−4
3	19H	PAULA	−3
3	17H	DENISE	−3
5	18H	TONY	−2
5	18H	JEFF	−2

MATCH PLAY

Winning in match play is much more immediate than stroke play. It's you against just one computer-controlled golfer. Your ultimate score doesn't matter as much as whether or not you win each hole. The winner of the most holes wins the match.

BET ON A HOLE

One important feature of match play allows you to bet on your performance against that of your opponent. You'll start on the first hole of a given course with a bet of $500 and work up to as much as $3,500 per hole.

SEE THE PLAYER'S POLL CONTEST ON PAGES 82-83 TO SEE HOW YOU CAN WIN THE ULTIMATE NES OPEN PRIZE!

KNOW YOUR CLUBS

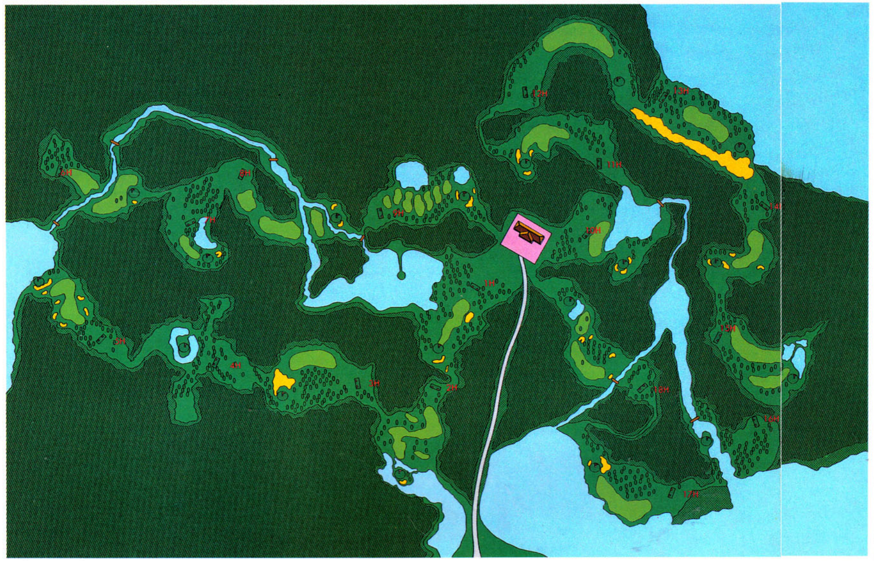
The table below illustrates maximum shooting distance for each club and swing speed in a good lie. If you're in the rough or the sand, or if the wind is very strong, you'll have to compensate for the conditions. Practice makes perfect!

CLUBS / SPEED	1W	2W	3W	4W	1I	2I	3I	4I
SLOW	234Y	216Y	207Y	198Y	189Y	180Y	171Y	162Y
MED	260Y	240Y	230Y	220Y	210Y	200Y	190Y	180Y
FAST	286Y	264Y	253Y	242Y	231Y	220Y	209Y	198Y

CLUBS / SPEED	5I	6I	7I	8I	9I	PW	SW	PT
SLOW	153Y	144Y	135Y	126Y	117Y	108Y	99Y	29Y
MED	170Y	160Y	150Y	140Y	130Y	120Y	110Y	32Y
FAST	187Y	176Y	165Y	154Y	143Y	132Y	121Y	35Y

NES OPEN TOURNAMENT GOLF COURSE LAYOUT

★–EASY ★★–NORMAL ★★★–DIFFICULT ★★★★–MORE DIFFICULT



U.S. COURSE

While it is considered the best for beginners, the U.S. Course is not without its tough spots. Hole 12, for example, is the longest in the circuit.

CLOSEST TO THE PIN CONTEST

Make a more accurate tee shot than the computer-controlled pros and you'll earn bonus bucks on a few special holes.

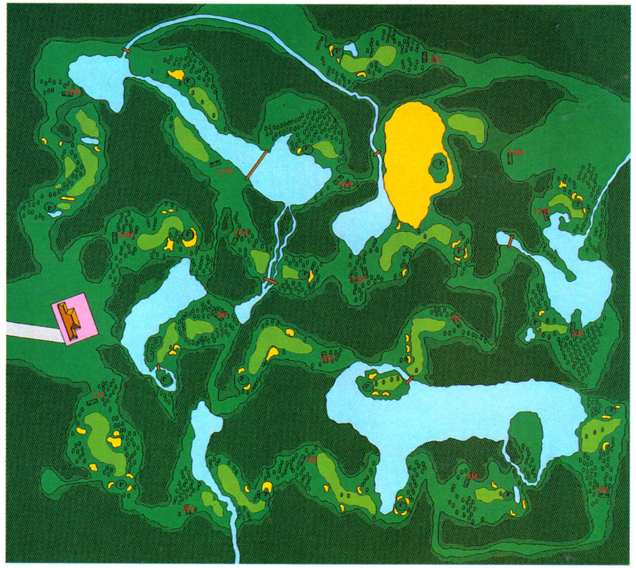
CLOSEST TO THE PIN CONTEST HOLE
HOLE 10
PAR 3
21 yards

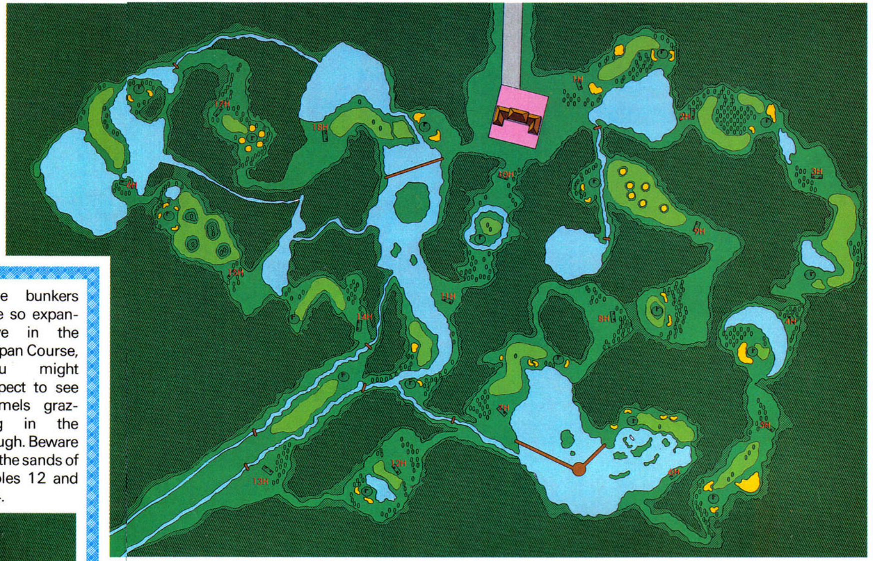
HOLE		yds	Par
HOLE 1	★	328	4
HOLE 2	★★★	481	5
HOLE 3	★	446	4
HOLE 4	★★★	160	3
HOLE 5	★★	392	4
HOLE 6	★★	400	4
HOLE 7	★★★	171	3
HOLE 8	★★★★	560	5
HOLE 9	★★	410	4
HOLE 10	★★★	217	3
HOLE 11	★★★	421	4
HOLE 12	★★	642	5
HOLE 13	★	428	4
HOLE 14	★	400	4
HOLE 15	★	428	4
HOLE 16	★★★★	239	3
HOLE 17	★	435	4
HOLE 18	★★★★	571	5

JAPAN COURSE

HOLE		yds	Par
HOLE 1	★	403	4
HOLE 2	★★★	392	4
HOLE 3	★★★★	534	5
HOLE 4	★	204	3
HOLE 5	★★	410	4
HOLE 6	★	171	3
HOLE 7	★★★	535	5
HOLE 8	★★	464	4
HOLE 9	★★★	418	4
HOLE 10	★★	350	4
HOLE 11	★★★	368	4
HOLE 12	★★★	535	5
HOLE 13	★	160	3
HOLE 14	★★	464	4
HOLE 15	★★	410	4
HOLE 16	★★	196	3
HOLE 17	★★★	432	4
HOLE 18	★★★	605	5

The bunkers are so expansive in the Japan Course, you might expect to see camels grazing in the rough. Beware of the sands of Holes 12 and 14.





U.K. COURSE

Water hazards prove to be the biggest obstacles of the U.K. Course. Hole 6 is especially treacherous with a tee shot over the largest lake in the circuit.

HOLE		yds	Par
HOLE 1	★★	418	4
HOLE 2	★★★	393	4
HOLE 3	★★★	550	5
HOLE 4	★	221	3
HOLE 5	★★	436	4
HOLE 6	★★★	357	4
HOLE 7	★★	428	4
HOLE 8	★	203	3
HOLE 9	★★★★	528	5
HOLE 10	★★	325	4
HOLE 11	★★★	428	4
HOLE 12	★★★	168	3
HOLE 13	★	571	5
HOLE 14	★	403	4
HOLE 15	★★	410	4
HOLE 16	★★★	571	5
HOLE 17	★	200	3
HOLE 18	★★★	460	4

LONGEST DRIVE CONTEST

If you hit a Super Shot off the tee in this contest, there's a good chance that you'll out-drive the others. A winning shot will give you the opportunity to choose one of three mystery purses.

LONGEST DRIVE CONTEST HOLE
HOLE 3
PAR 5
550 yards

SUPER SPY HUNTER™
NINTENDO POWER™

TM&© 1987 Licensed from Midway Manufacturing Company
© 1991 Sunsoft

SPECIAL FEATURE

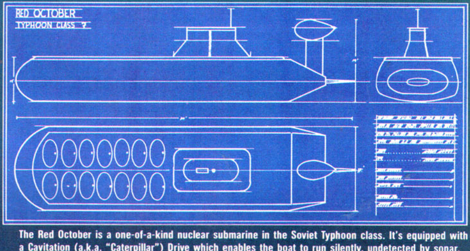
GAME BOY™

This month's feature coverage runs the gamut from suspense-filled adventure on the ocean floor to combat action behind enemy lines to hot R.C. competition on 24 tac-taming tracks. Check them out, then see Coming Soon for a look at what's ahead for Game Boy.

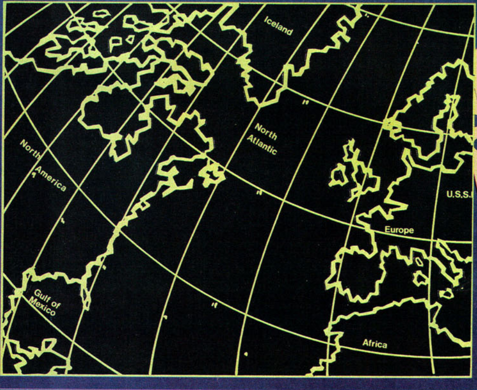
THE HUNT FOR RED OCTOBER
FORTIFIED ZONE
SUPER R.C. PRO-AM
Nintendo GAME BOY™
DOT MATRIX WITH STEREO SOUND
SCORE 8825
SELECT
START

THE HUNT FOR RED OCTOBER

Ready your Game Link Cable. The ultimate two-player battle is about to begin! The Hunt For Red October from Hi Tech Expressions is a rousing chase between a renegade Soviet Submarine Captain, attempting to defect with a top secret vessel, and the Commander of the Soviet Atlantic Fleet who must stop the boat before it gets into U.S. hands. The book was a bestseller. The movie was a blockbuster. Now, the Game Boy adventure begins and, once again, the hunt is on!



The Red October is a one-of-a-kind nuclear submarine in the Soviet Typhoon class. It's equipped with a Cavitation (a.k.a. "Caterpillar") Drive which enables the boat to run silently, undetected by sonar.

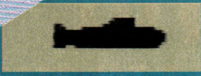


ON NOVEMBER 12, 1984 APPROXIMATELY FOUR MONTHS BEFORE MIKHAIL GORBACHEV TOOK POWER IN THE SOVIET UNION, A RUSSIAN TYPHOON CLASS SUBMARINE SURFACED BRIEFLY IN THE ATLANTIC JUST NORTH OF BERMUDA.

IT SUBSEQUENTLY SANK IN DEEP WATER AFTER SUFFERING MASSIVE RADIATION LEAKAGE. UNCONFIRMED REPORTS INDICATE SOME OF THE CREW WERE RESCUED. ACCORDING TO REPEATED STATEMENTS FROM BOTH SOVIET AND AMERICAN GOVERNMENTS . . . NOTHING OF WHAT YOU ARE ABOUT TO SEE . . . EVER HAPPENED

Published by Hi Tech Expressions
Design and Program ©1911 Beam Software
TM&©1991 Paramount Pictures

MISSION BRIEFING

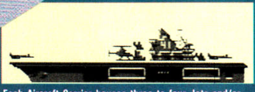


The main engines of the Red October make a sound that can easily be detected by sonar.

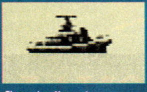
Captain Marko Ramius has plotted a course through many treacherous sections of the Atlantic Ocean. His intention is to keep the Soviet Fleet from following. If they persist, he can use the Cavitation Drive and silently disappear from their sonar.

When the propellers are turned off and the Cavitation Drive is engaged, the sub is untraceable.

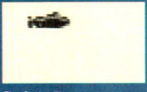
SOVIET FLEET FIREPOWER



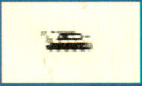
Each Aircraft Carrier houses three to four Jets and/or Helicopters which move very quickly and fire into the water. The Carriers themselves are not armed and cannot be harmed by the Red October.



The main offense for Destroyers are Homing Missiles. They can also drop Charges and Sonar Buoys.



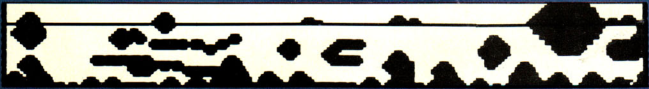
The Soviet Fleet employs a great number of Alpha Class Attack Subs. They are each armed with Torpedoes.



Hydrofoils are weaker than the sturdy Destroyers, but they can more easily avoid enemy fire.

DANGERS OF THE ATLANTIC SEASCAPE

Since Ramius chose the most dangerous route, you can expect plenty of sharp edges, deep canyons and blind alleys.

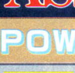


AMERICAN ASSISTANCE

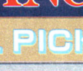
With help from Submarine Specialist Jack Ryan, the U.S. Forces have determined that Ramius plans to defect. In order to assist him and bring the Red October safely to an American Harbor, they have planted several powerful Pickups along Ramius' route. This is the only way that they will intervene.

If Ramius finds enough American Pickups to power his boat to victory over the Soviet Navy, he may soon be able to open his hatch and taste freedom.

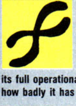
POWERFUL PICKUPS



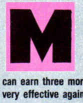
By collecting a Repair Pickup, Ramius can restore the Red October to its full operational capacity, no matter how badly it has been damaged.



The Red October is first equipped with three Homing Missiles. With each Missile Pickup, Ramius can earn three more Missiles. They are very effective against quick vessels.



Each Cavitation Drive Pickup gives the Red October enough power to activate the Magneto Hydrodynamic Propulsion System and run silently for about eleven seconds.



If you're playing the part of Ramius, you'll start with three chances to pilot the Red October to victory. Collect Heart Pickups and you'll earn more chances.

CONVOY COMMANDER

As the leader of the Soviet Atlantic Fleet, you are in control of a huge offensive force. You'll begin with 35 craft and slowly build as the Red October approaches the United States.

OPERATIONAL ORDERS

1 SINK THE RED OCTOBER

Your objective is to do whatever you can to stop the Red October from reaching the States.

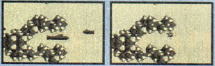
2 SPARE NO EXPENSE

Use the entire fleet if you must. The Red October is much too important to let it get away.

TACTICAL ADVICE

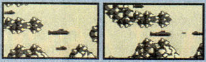
ATTACK WITH ALPHAS

Alpha Class Subs are expendable. When you have a chance, ram Ramius directly. You'll lose the Sub, but you'll also knock out approximately one third of his power.



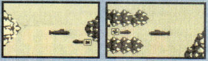
PLAY POSSUM

Since you can control only one craft at a time, and since uncontrolled craft are stationary, you may surprise the other player by staying still until the last moment. Then attack!



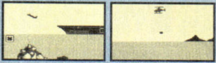
GUARD PICKUPS

Pickups are too valuable to the Red October for Ramius to ignore. Make sure that you locate all of the Pickups along the route and plan your defense so that they'll be difficult to collect.



PRACTICE AIR COMBAT

Aerial attacks from Aircraft Carriers can be quite effective if the Red October is near the surface. The Helicopters and Jets are very quick, so you'll need practice to master their moves.

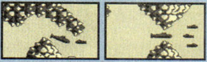


GAME OVER
CONVOY
COMMANDER

If Ramius successfully negotiates the waters and eludes your forces, you'll experience defeat. Do all you can to avoid this scenario.

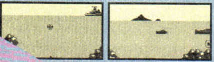
USE THE TERRAIN

There are several very narrow passages in some stages. Use this to your advantage by amassing your fleet in areas where you know the Red October must pass.



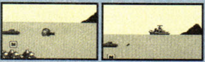
WATCH YOUR ENEMY

Keep track of the Red October by dropping plenty of Sonar Buoys and by watching the arrow which points toward the Sub's position when you're temporarily not controlling any of your craft.



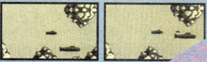
KNOW YOUR FLEET

Study the maps of the stages and make sure that you know the starting positions of each of your craft. That knowledge will greatly assist you in planning an attack on the Sub.



TIME YOUR ATTACKS

It's very important to attack only when it will damage the Red October the most. If, for instance, the Red October is about to collect a Repair Pickup, wait for the repair. Then nail him!



THE RED OCTOBER

As Marko Ramius, a well respected Soviet Captain, you control the Red October. It's your mission to pilot the Sub to safety and seek asylum in the United States.

OPERATIONAL ORDERS

1 AVOID ALL DANGERS

You've picked a very treacherous course and the eyes of the entire Soviet Fleet are upon you. Be careful!

2 EXPECT NO ASSISTANCE

While the United States is providing you with Pickups, they will give you no other assistance. It's you against the fleet.

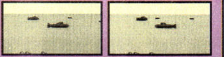
TACTICAL ADVICE

SEE AND DESTROY

Defeat members of the Soviet Fleet as soon as you see them, whether they're moving or not. If you don't, they may wait until you pass and then attack from behind.

AIM FOR THE ALPHAS

Alpha Subs will try to get behind the Red October. If they do, turn around quickly and hit them with Torpedoes. You can't afford to waste Homing Missiles on every Alpha that comes along.

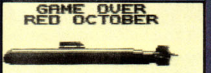


CONSERVE MISSILES

Since Homing Missiles are sometimes hard to come by, you should save them for your battles with the heavy artillery. If a craft is not moving, try to get close enough to hit it with Torpedoes.

COLLECT ALL PICKUPS

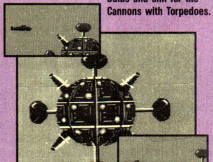
Pickups are too valuable to pass up. Look for their positions by watching the flashing dots on the Sensor Screen. Then make your way to each one and collect them.



If you lose all of your boats, you will be greeted by defeat. Don't let this happen to you!

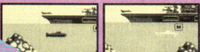
THE END OF THE LINE

If you are playing a one-player game, you will face a computer-controlled fleet and you will come across a huge obstacle at the end of each stage. The giant mine at the end of Stage One can be damaged only in the four Cannons which point diagonally. Avoid the Missiles which come out of the Bulbs and aim for the Cannons with Torpedoes.



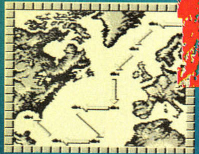
RUN SILENT, RUN DEEP

Your most seriously damaging opponents are the surface craft. Avoid their offenses by going under natural obstacles, or by engaging the Cavitation Drive when you're in range.



FIRE THROUGH CRACKS

There are some places where you'll be able to aim Missiles through small openings in natural formations and, at the same time, avoid enemy fire. Use these spots to your advantage.



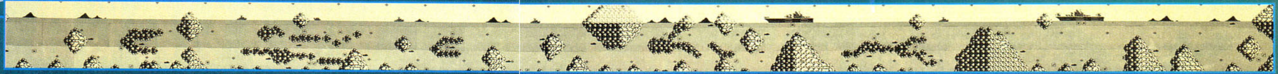
NAVIGATIONAL CHARTS

THE ROUTE OF THE RED OCTOBER

Captain Ramius is very sly. He has chosen a route that will be difficult for the Soviet Fleet to negotiate. Of course, Ramius will have to face the same dangers. Whether you control the Red October or the Soviet Fleet, you will no doubt find these maps to be indispensable.

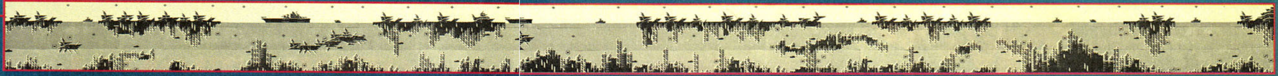
STAGE ONE

The terrain of the first stage is not particularly difficult to get around. This area should serve as a good training ground. Watch for two very shallow passages toward the end.



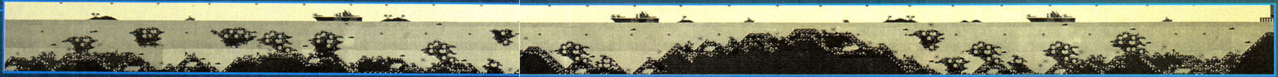
STAGE TWO

The going gets tough off the east coast of Greenland. They say that most of an iceberg is underwater and you will be able to attest to that once you've come across some of these giants of the deep.



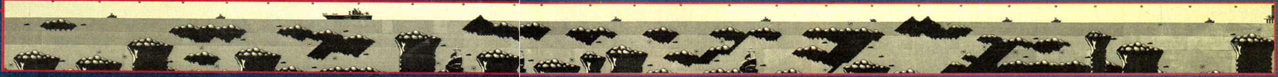
STAGE THREE

Now that you are south of Greenland, the terrain is much more open. If you're piloting the Red October, you're going to want to stay very deep to avoid trouble brewing on the surface.



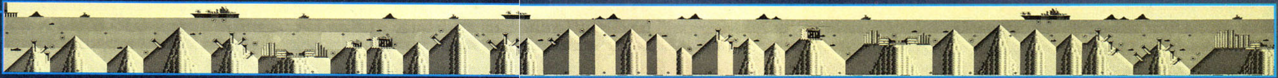
STAGE FOUR

The huge rocks are here for more than just decoration as will be evident by the sunken ships on the ocean floor. Other commanders have tried to sail these waters before, with disastrous results.



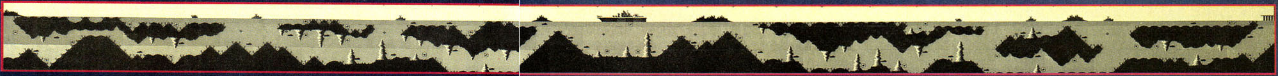
STAGE FIVE

You may have very possibly discovered the lost ruins of Atlantis. The only way that you'll be able to tell anyone of your find, though, is by surviving the trip through this dangerous location.



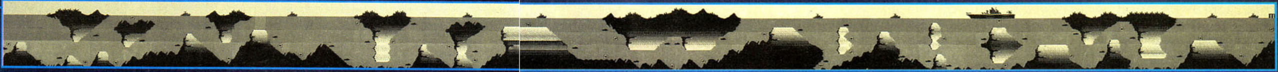
STAGE SIX

Most of the passages of this deep sea section are very narrow. Take your time in getting through them and, if you're Captain Ramius, make sure to collect all of the Pickups near the end.



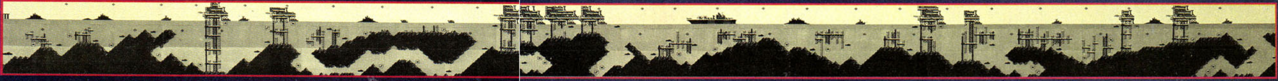
STAGE SEVEN

This area of the South Atlantic looks like the underwater equivalent of the Grand Canyon. You should be able to move along fairly quickly in these wide open spaces.



STAGE EIGHT

The final showdown at last! You're extremely close to the Florida Coast. Be very careful while steering around the oil rigging and hope that your opponent runs aground! Good luck!



FORTIFIED ZONE™

HOW Skilled a secret agent are you?!

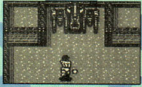
Jaleco's Fortified Zone brings the world of secret agents and heroics to your Game Boy! In the dark of night, two black gliders silently float to the Earth, landing by a heavily fortified enemy stronghold. The gliders are thrown aside to reveal a commando squad. Their mission: covertly infiltrate the enemy base, find their way to the dungeon far below, and destroy it, collapsing the entire fortress!

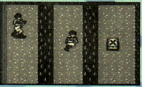
Simultaneous Combat!

This game from Jaleco is best played with a friend--team up to move swiftly through the maze. Or, split up, with each player racing to find the most Power-Ups and reach the maze's end. Each agent's unique skills are helpful in different areas.

Choose the best character to clear each room.

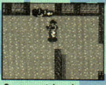
In the two-player mode, split up and scout out different sections of the maze. Each player's screen shows the room where his/her character is located. Hit the Select Button for the Overview Map to check your partner's location and all previously explored rooms.



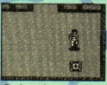


Vanquished agents can be brought back to life!

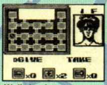
Death, while it may be certain, is not necessarily final. Should the numerous enemies in the maze prove too much for one agent, the other player can bring his partner back into the battle. Take the fallen agent a first aid kit, and presto! The defeated soldier is now up and ready to fight again!



One agent has been overwhelmed by the enemy, but the other is still alive and fighting strong!



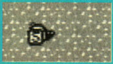
Explore the maze in search of a first aid kit. Defeated enemies will sometimes drop one.



Walk back to your partner's body, and give him the first aid kit, using the Select Screen. Success!

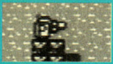
Special Weapons

Masato, the male agent, can pick up and arm himself with all the special weapons and Power-Ups found in the maze. Mizuki, the female, can use Power-Ups but not the weapons. Use these weapons wisely!



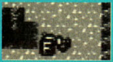
Long Shot

Enables your regular gun to shoot farther.

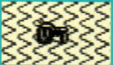


Power Up

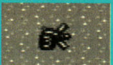
Grab this to power up your normal bullets.



Flamethrower--for serious "fire" power!



Velocity Gun--rapid fire for tight spots.



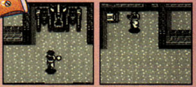
3-Way gun--pelt several enemies at once.

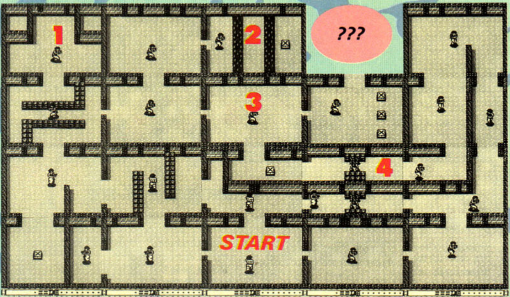
© 1991 K.K. DCE Jaleco Ltd.

Stage 1:Field

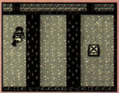
Steal cautiously from room to room as you scout out the dangers of this first stage. Keep your finger on the "trigger" and be ready for trouble. Explore thoroughly—Power and Life-Ups can be discovered all over. Pick up everything, especially those valuable first aid kits!

1 A confrontation! You face off with a giant platform of cannons. Dodge the barrage of bullets, and blast away to victory! Look—a key! What could it be for? Maybe one of those locked doors elsewhere in the maze . . . ?

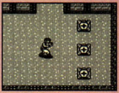




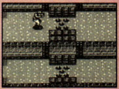
2 Mizuki isn't as strong as Masato, but she is quick and agile—perfect for poison marshes like this! Use the A Button to easily jump over them.



3 Collect and save all the first aid kits you can, and make sure you find all the Life-Ups! Each Life-Up adds one section to your agent's total life.



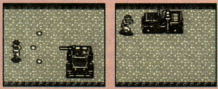
4 Watch out! These spikes thrust out of the floor at unwary heroes. Wait for them to sink back into the floor, then quickly run across!

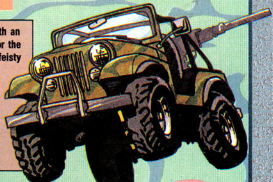


Stage2:Jungle

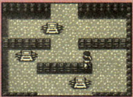
The second stage looks much the same as the first. The enemies are a bit tougher though, and move a little quicker. The enemy is everywhere—be careful! Search every room in this labyrinth for all the special items, and destroy all the enemies for extra first aid kits.

1 Enter this room, and surprise!—You're facing off with an automated jeep firing a nasty cannon. Watch out for the bullets, and don't get run over as you attack with a feisty assault of your own. Victory rewards you with a key!

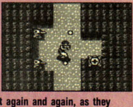


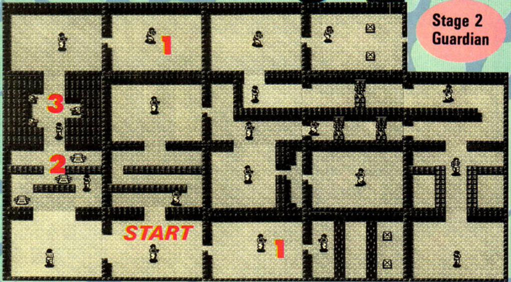


2 When confronted with spikes in the floors or short walls, Mizuki laughs and leaps easily over these small obstacles, while Masato must walk around them to meet her.



3 These cannons are easy pickings for our skilled agents. Try taking them out again and again, as they often leave behind precious first aid kits.

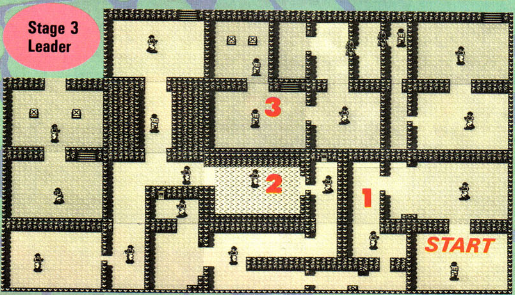




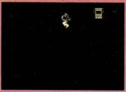
Stage 3: Cave

Stage Three, although similar to stages One and Two, introduces several new twists. Stairs in certain rooms lead to other floors, and creatures appear that have a bizarre effect on the movements of our heroes. Some rooms are dark, containing unseen and definitely unpleasant hazards. Others have floors that move under your feet! Watch out, be cautious, and walk carefully!

Floor 1

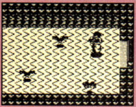


1



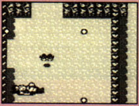
Oh no—it's dark! To turn on the lights for optimum maze visibility, find the control panel on the wall. Cautiously make your way over and blast away until light is restored!

2

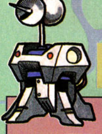


Progress is slow in this room—the floor moves rapidly underneath your feet. Determination and persistence will get you through, but watch out for the bats!

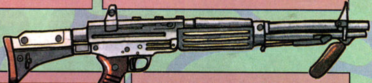
3



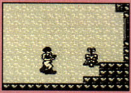
Be careful around bats like this—each bullet hit takes four sections off your precious life. Stand above or to their side for a "safe" spot and shoot quickly!



Floor 2

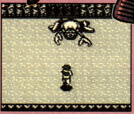


4



What's going on? This monster reverses the movements of Masato and Mizuki. Maneuver skillfully down and destroy him to return things to their normal state.

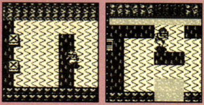
5

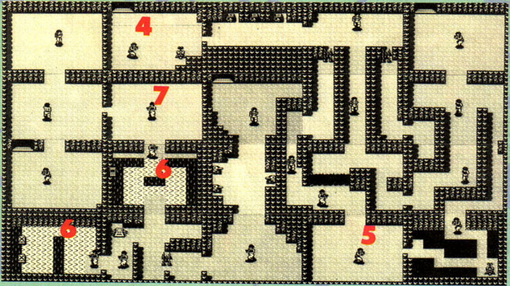


This crab is dangerous! Take care as you attack—dodge this crustacean's fire to win an essential door key!

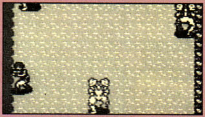
6

Mizuki is at home in these rooms, while Masato finds the path treacherous—use Mizuki's jumping talents to negotiate the moving floor and leap effortlessly over the poison marsh to relative safety! All it takes is a steady hand on the buttons.





7



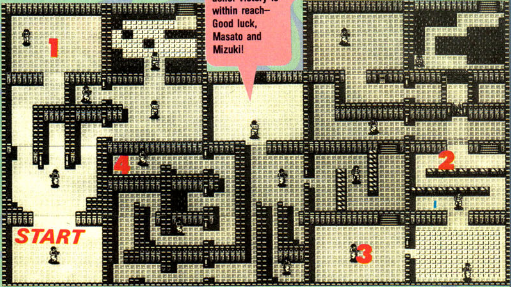
This room is tough to clear—more and more monsters keep appearing to attack you! Move constantly, and take them out one at a time until you beat them all. As a reward for your valiant effort, you get grenades!

Stage 4: Fortress

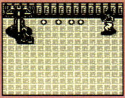
You've made it to the final level—the underground enemy dungeon! This labyrinth meanders and twists all over the place, with new, even tougher enemies every step of the way. Many rooms are shrouded in darkness, concealing their hidden traps—remember to use caution in feeling your way toward the control panel. Clear every room—you'll need all the special items you can find!

Floor 1

Aha! Masato and Mizuki arrive at their target! Warily, they steal into their final confrontation, each knowing what must be done. Victory is within reach—Good luck, Masato and Mizuki!

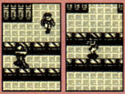


1



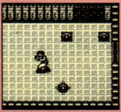
Watch out for this robot's missiles—they do major damage to even the most hardy of agents. Stand in one of the top corners and fire rapidly as he approaches.

2



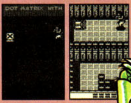
Mizuki works great here—when she first enters the room, quickly run and jump over the nearest wall to dispatch the oncoming attacking 'droid easily.

3



Glide bombs fly at you from seemingly everywhere. Stay alert! Destroy them all to open the stairs to the next floor.

4



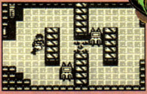
This room is dark, but there is no control panel! Shoot this odd chest and find light! And . . . a key!

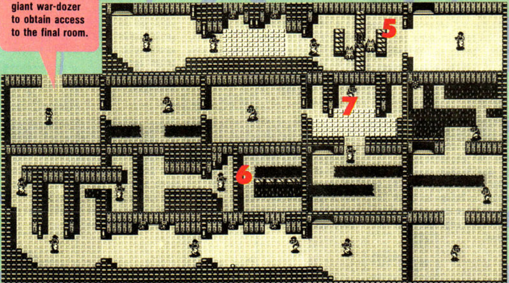
Floor 2

Surprise! This isn't the last battle, but you must defeat a giant war-dozer to obtain access to the final room.

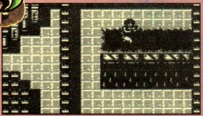
5

Mizuki can easily clear this room by jumping over the wall blocking her path, and then running on to safety, avoiding the spike-drones. Masato? Well, run quickly, Masato!



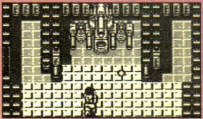


6



A dead-end! Or is it? Look into the depths of the pit in the middle of the room. Nothing but blackness. Hmmmmm . . . summon up your courage, take a deep breath, and JUMP!!

7



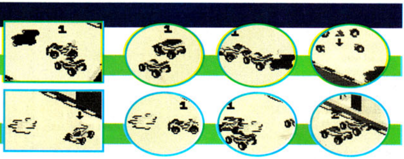
Remember how you earned all your keys? Here's a refresher course. This row of rooms is a review of the major monsters in each level. Have fun!

SUPER R.C. PRO-AM

If you liked R.C. Pro-Am for the NES, you'll love the super Game Boy version. Play solo, head-to-head with a friend, or use the new Four Player Adapter to connect Game Boys for three- or four-player fun. The graphics are great, the play control excellent, and with multiple players, the competition hotter than ever. The Super R.C. Pro-Am circuit includes 24 different tracks, which become progressively challenging—for even the best of the pros.

OBSTACLES

In Super R.C. Pro-Am, you have to watch for more than opponents' grilles in the rearview mirror. Oil slicks can send you spinning doughnuts into the wall, and if you hydroplane on standing water, you'll lose valuable time. Other obstacles to avoid are sand traps, Slow Cones, and Islands that split the track.



POWER UP

In the high-octane world of racing, it pays to find a winning edge. Modifying your car will improve its performance. Pick up tires, batteries and other spare parts on the track and zip by the competition.

ZIPPERS

Drive over the chevrons, or Zippers, in the centers of the tracks for a burst of speed that will leave your opponents looking at taillights. It's not always easy, but it's worth veering slightly off course to hit them just right.

ROLL CAGE

If you want to really rock 'n roll, you have to get the Roll Cage, which lets you crash into the wall without sustaining damage. You can also make your opponents crash by forcing them into the wall. Of course, if they have Roll Cages, they can return the favor.

BOMBS

When you get tired of tailgaters, blast them off your bumper by dropping Bombs. The blast will take them out for a few seconds, just long enough for you to shake them. For every Bomb you pick up on the track, five are added to your arsenal. Use them wisely!

MISSILES

If you can't dazzle your opponents with finesse or blow by them with blinding speed, break out the Missiles. It may not seem sporting, but it is effective! Fire when you're right on the tail of your target. Each Missile is good for five shots.

AMMO

The number and type of weapons you've collected show up under "Ammo" on the screen. You'll be equipped with the last weapon you pick up, so if you're trailing the field, avoid the Bomb and fire ahead with the Missiles. If you're leading, though, Bomb challengers.

TIRES

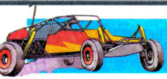
Good traction means good lap times, and with each Tire upgrade, your traction improves. You begin with slick Sponge Tires, but you can upgrade to Rubber on Track Two and Ribs on Track Five. Later, you'll earn Spikes and Lugs and really hug the corners.

BATTERIES

In Super R.C. Pro-Am, batteries control acceleration. You'll start with the relatively low-voltage 6 V battery and work up to a 12 V-that's when the high-voltage action kicks in! Burn'em off the line and leave the others eating your dust.

ENGINES

The type of Engine you have determines your top-end speed. Your first Engine is Red, but you can move up to Blue by Track Two. By the time you earn Engine No. 1, you'll be screaming down the straightaways at top speed. Rev it up!



SPELL NINTENDO TO EARN A BETTER RIDE

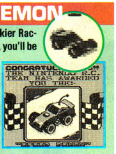
Letters are littered across various tracks. When you spell "Nintendo," you'll be rewarded with a faster, better-handling car. You'll begin at the wheel of the zippy little Racer and, as you earn upgrades, move to the Speed Demon and finally to an ultra-hot power hog, the Spiker. It's a radical rally machine that manhandles the competition on the slickest surfaces! Your Engine is tuned for high performance—your reflexes had better be, too. To reach the final checkered flag, spell Nintendo with the Spiker.

RACER

Learn control behind the wheel of the Racer. It won't hold the corners like the cars you'll earn later, but once you upgrade your tires, you can shoot by opponents on the inside line.

SPEED DEMON

After driving the bulkier Racer for several tracks, you'll be amazed at the Speed Demon's quick handling and powerful acceleration. Put the pedal to the metal and blowtheirdoorsoff!

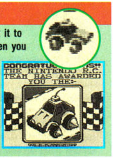


CONGRATUL S!! THE NINTENDO R.C. TEAM HAS AWARDED YOU THE:-

SPEED DEMON

SPIKER

You can really stick it to your opponents when you take charge of the Spiker! It's an all-terrain monster truck with the heart of a high-performance roadster.

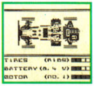


CONGRATU S!! THE NINTENDO R.C. TEAM HAS AWARDED YOU THE:-

7.2V Battery

UPGRADE

It takes time to earn new cars, but in the meantime, you can improve your present car's handling, acceleration and top speed by changing tires, batteries and even engines. You'll find replacements at various places on different tracks.

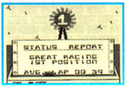


TIRES (RIBS)
BATTERY (8. 4 V)
MOTOR (NO. 1)

	TIRES	BATTERIES	MOTORS
STANDARD	SPONGE	6 VOLTS	RED
UPGRADE 1	RUBBER	7.2 VOLTS	BLUE
UPGRADE 2	RIBS	8.4 VOLTS	BLACK
UPGRADE 3	SPIKES	9.6 VOLTS	GOLD
UPGRADE 4	LUGS	12 VOLTS	NO. 1

QUALIFY FOR THE NEXT TRACK

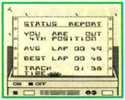
A number or an arrow is displayed above your car. Numbers 1, 2 and 3 indicate the first three places; the arrow means that you're running fourth, or dead last. To qualify for the next track, you have to finish in the top three.



STATUS REPORT
GREAT RACING
1ST POSITION
AVG LAP 00 39

Congratulations! You finished First and qualified to move to the next track. Check your lap time. Did you earn bonus points? If you picked up any parts to upgrade your car, they'll be added before the next race begins.

You are out–of luck and the next race. You have three chances to place in the top three, so try this track again. The game is over if you lose a third time, though, so plan your strategy before the starter begins the race.



STATUS REPORT
YOU ARE OUT
4TH POSITION
AVG LAP 00 49
BEST LAP 00 46
TRACK TIME 01 38

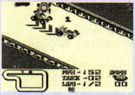
©1991 Rare Ltd.

COURSES

Super R.C. Pro-Am features 24 all-new tracks, ranging from straightforward ovals to twisting, turning tracks that truly test drivers' cornering abilities. Don't be deceived by the apparent simplicity of Track 1, which is only a single lap long. Upgrade your engine, pick up a letter, then get ready to challenge Track 2.

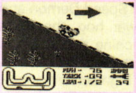
2 THE LITTLE DIPPER

Track 2 is a two-lapper built for speed. Smoke 'em off the line and hold the center of the track over the Zipper into the first turn to beat the pack and pick up the Roll Cage in the middle of the second straightaway. If you're alert, you can also upgrade your tires and get another letter on this track. For the best time, watch out for oil spills and aim for the Zippers on the straightaways. Be aggressive in the corners to gain position.



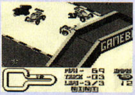
9 THE SMILER

Pay attention to the arrows! Sometimes they indicate which way the track is going to turn, as they have in the past; other times, they warn that the track is going to narrow to a single lane. If you ignore them, you'll hit a dead end at top speed. Boinnggg! It's a jarring experience! There's a long straightaway, so if you've earned a bigger engine or the Speed Demon, you can dodge the speed-slowing sand and eat track running full-bore down the stretch.



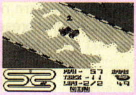
3 GAME BOY GROOVE

Track 3 has ammo lining some walls and oil spilled everywhere. Dodge the spills when you can and grab some roll cages for protection when you can't. Start on the rail and stay there until you round the first corner so you won't hit the slippery stuff. There's a Roll Cage in the center of the next straightaway that will come in handy after you round turn two. This track takes more stamina than the first two. It's longer, and you have to complete three laps.



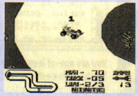
11 SCREAMER'S REVENGE

Mondo Sand Dunes cover parts of the track, and two lanes wrap around islands in the middle of the track in some places. If you try to hold the center of the track when the lanes split around an island, you'll stop as if you'd hit a brick wall. Remember where the track splits so you can avoid traffic jams by shooting to a clear lane. The Sand bogs you down, so drive around it when you can. When you can't, upgraded tires come in handy.



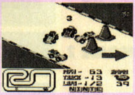
5 DUNLOT'S DESCENT

Another three-lap challenge, Track 5 has short straightaways and hairpin turns. If you lose it on the turns and crash into the walls you'll bounce back—literally! The curves are lined with tires. When you hit them, you'll rebound back down the track and lose time and ground. Hold the inside track in the turns, and if you're trailing try to stay within firing distance. Use Missiles to blast lead cars out of your way to gain a winning spot at the finish line.



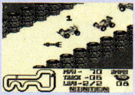
13 BACKBRIDGE END

Slow Cones are one thing, but the Cones on Track 13 bring you to a dead stop. You can't blast them, so you'll just have to remember where they are and where you need to be to pass through an open lane without a holdup. It's one of the slower tracks, so take the time to collect Ammo. Speed Demon is a good car to have for Lucky 13. It has the snappiest handling and dodges Cones quickly.



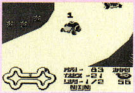
6 THE KEY

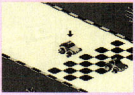
The Key is two laps of soggy, grueling twists and turns. It's slow going, and valuable objects are left in hard-to-reach places that you might have to backtrack to reach. If you're slower in the corners than your opponents are, keep Missiles for your ammo so that you can fire ahead from the back of the pack. If you're trailing and accidentally pick up Bombs, you'll have little chance of placing in the top three.



21 DIAMOND RUN

There aren't any tricky obstacles in Track 21, but it will put your skills to the test. What you've learned in the previous tracks is put to the test, so you'd better be able to corner tighter, accelerate faster and memorize the course better than your competition. Of course, equipment counts, too. The other cars are hot off the starting line. If they leave you there, it's all over. A jazzed up Speed Demon can be more successful than an unmodified Spiker.



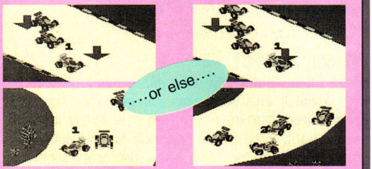


DRIVER'S TIPS

As your skills improve, tracks that once seemed tough become a cake walk. Work to improve specific skills such as effective cornering and effective use of obstacles and weapons, then check your lap times at the end of each race to see which techniques yielded faster laps. As with real racing, good technique makes the difference between the winners and the also-rans.

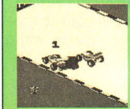
DRIVER TIP #1

Be aggressive around corners. Drop in tight as you enter a turn, especially when challengers are right on your bumper. If you swing wide, they can whip around you and gain the advantage of the inside line.



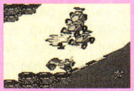
DRIVER TIP #2

Those pesky oil slicks can really ruin a good run. You'll literally fall to pieces if you hit one and slide into the wall. A good way to deal with them on straight stretches is to stay next to the wall. You'll still do a 360 when you hit one, but you won't spin out of control and crash. Instead, you'll stay right on course.

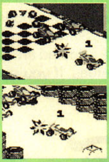


DRIVER TIP #3

Get pushy with your opponents! Get them into deep trouble by pushing them into the Sand or Oil.



DRIVER TIP #4



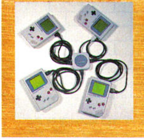
Use whatever tools you have to gain the upper hand. Get a jump on your opponents by bombing them at the starting line and peeling out of there. You'll be well on your way to the first turn before they'll know what hit them.

BULLETIN 4-PLAYER NEWS!

When we announced the introduction of new four-player games for Game Boy, it left a lot of players asking, "How in the world do you connect four Game Boys?" The answer: Our new Four-Player Adapter. It opens a whole new world of possibilities for Game Boy programmers and players, beginning with Super R.C. Pro-Am and another exciting racing game, F-1 Race. And that's just for starters!

IT'S MORE FUN FOR FOUR

Sure, it's fun to take on computer-generated opponents, but once you've honed your skills racing solo, challenge your friends to a really competitive day at the races. It's a completely different experience! You can't count on them to follow the same strategies the computer tried, so jostling for position becomes more intense. And before, you could fire at opponents with impunity, but now they can fire back!



F-1 RACE

F-1 Race, which comes with the Game Boy Four-Player Adapter, gives you a view of the track from behind the wheel. As the pace picks up and the scenery whips by, keep your eyes on the road to avoid colliding with the other cars on the course. When those cars are piloted by your friends, they try to make the whole track a no-passing zone! All you'll need for fantastic four-player fun is the Four-Player package and three friends with F-1 Race Game Paks.

Nintendo
F1 RACE
GAME BOY

F1 RACE
Nintendo

SUPER R.C. PRO-AM SOLD SEPARATELY

Programmed by England's Rare Ltd., Super R.C. Pro-Am is a great adaptation of the NES mega-hit, R.C. Pro-Am. The graphics are good and the sound outstanding–Rare has really captured the sounds of high-revving engines and tires trying to hold the track! Sold separately, it's a sure hit for race fans. A variety of other titles being planned for multiple players will be available separately as well. It's the future of the Game Boy phenomenon!

GO 4 It!

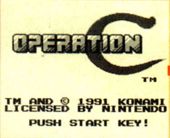
Game Boy Classified

OPERATION C

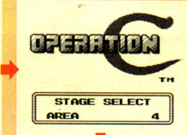
From Agent #909

Area Select

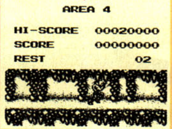
Forge ahead quickly in your alien-blasting mission with a quick and easy area select code. The title screen first appears as though it is being lit by a search light. Wait a few seconds for the complete game title to show. Then press the arrows on the Control Pad and the A and B Buttons in the following order: Up, Up, Down, Down, Left, Right, Left, Right, B, A, B, A. Next press the Start Button and the words "STAGE SELECT AREA 1" will slide onto the bottom of the screen. Press Up and Down on the Control Pad to change the Area Number and press the Start Button to begin in the selected area. You can choose any of the first four areas. If you want to get to Area 5, though, you'll have to fight through Area 4 first.


TM

TM AND © 1991 KONAMI
LICENSED BY NINTENDO
PUSH START KEY!


TM

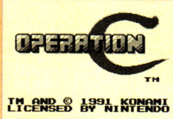
STAGE SELECT
AREA 4


AREA 4
HI-SCORE 00020000
SCORE 00000000
REST 02

Wait for the complete Title Screen to appear. Then press Up, Up, Down, Down, Left, Right, Left, Right, B, A, B, A and Start. When the Area Select appears, press Up and Down to change the area number and press Start to begin in the selected area.

Sound Test

You can sample the game tunes before you start playing. Wait for the title screen to appear solidly. Then press the arrows on the Control Pad and the A and B Buttons in the following order: Up, Down, Left, Right, A and B. Press the Start Button next and the message "SOUND TEST BGM 1" will appear. Press Up and Down on the Control Pad to change the music selection. Then press the A Button to start the tune and the B Button to stop it.


TM

TM AND © 1991 KONAMI
LICENSED BY NINTENDO
SOUND TEST BGM1

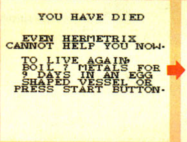
When the Title Screen shows the full title, press Up, Down, Left, Right, A, B and Start.

MYSTERIUM

From Agent #214

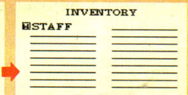
Quick Continue

While you're exploring the maze of the Mysterium, you have only two chances to continue. If your character is defeated a third time, you'll have to start again from the beginning of the game. Our agents have found, though, that this new beginning is slightly different than before. There's a very special item which you can find in the first passage. As you begin, take the Iron, drop it in the Pool of Fire and collect the Glass Key. Then use the Key in the door and continue along the passage. Just before you turn, you'll come across an item which was not in the passage before called the Vitriolk. Collect the Vitriolk and use it. It will automatically take you back to the level where you were in the previous game, with three more chances to continue!


YOU HAVE DIED

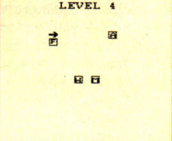
EVEN HERMETRIX
CANNOT HELP YOU NOW.

TO LIVE AGAIN,
BOIL 7 METALS FOR
9 DAYS IN AN EGG
SHAPED VESSEL OR
PRESS START BUTTON.


INVENTORY
STAFF

ON FLOOR
VITRIOLK

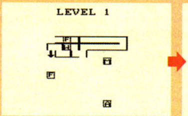
DROP LOOK USE GET
SONG PAUS STAT MAP

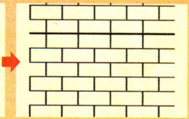

LEVEL 4

You'll find the Vitriolk in the first passage after you've been defeated and you'll start again from the beginning without resetting the game. Use it and you'll continue from where you left off.

Level Drop

Drop deep into the maze instantly with a quick code. Call up the level map and press the B Button, the Select Button and Down on the Control Pad all at once. You'll drop to the next level!


LEVEL 1



Call up the map. Then press Select, B and Down. You'll drop instantly to the next level.

NOW PLAYING

Title	Company	Play Info	Power Meter				Game Type
			G	P	C	T	
Bo Jackson Hit and Run	THQ	GL	2.3	2.6	2.2	3.1	Baseball and Football
Cyraid	Nexoft	GL Pass	2.8	2.4	2.1	2.6	Puzzle Action
Fortified Zone	Jaleco	GL	3.8	3.7	3.5	3.7	Combat Adventure
The Hunt For Red October	Hi-Tech	GL Pass	3.5	3.6	4.1	4.2	Battle Action/Strategy
Lucky Monkey	Natsume	1P Pass	2.9	2.6	2.6	2.9	Puzzle Action
Spud's Adventure	Atlus	1P Pass	3.2	3.8	3.2	3.6	Comic Adventure
Super R.C. Pro-Am	Nintendo	GL-4	4.5	4.0	4.0	4.0	Remote Control Driving

Game Boy Chart Key:

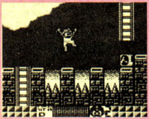
1P=One Player
GL=Game Link-Two Players
GL-4=Game Link-Up To Four Players
PASS=Password

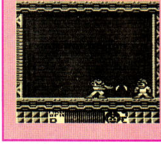
G=Graphics and Sound
P=Play Control
C=Challenge
T=Theme and Fun

Games are evaluated with ratings from 1 (poor) to 5 (excellent).

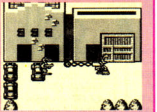
COMING SOON

Mega Man's Game Boy adventure, now titled **Mega Man in Dr. Wily's Revenge**, should be out in late July from **Capcom**. There's no question about Dr. Wily's intentions in this one. He wants to send Mega Man to the scrap heap and he's got four rebuilt Robot Leaders to do the job. After Mega Man has conquered the first four stages, he'll enter the traditional showdown with Wily.

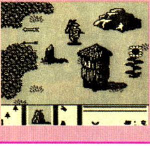

Mega Man comes across some old and new dangers as Dr. Wily mounts his revenge.


Cut Man is just one of the Robot Leaders rebuilt and ready to fight.

Roger Rabbit will also be making his Game Boy debut this summer in **Who Framed Roger Rabbit** from **Capcom**. Roger has a spring loaded weapon that packs quite a wallop. We'll let you know more as the game gets closer to completion.

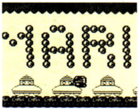

Roger Rabbit tries to clear his name in his upcoming Game Boy Adventure.

Tradewest's Kingdom Crusade looks promising. It's a castle-conquering strategy game with hand-to-hand combat. We'll review it in a future issue.


Take control of enemy territory in Kingdom Crusade.

GAME BOY TOP 10

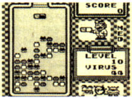
1 Super Mario Land


Mario! Mario! Mario! This exclusive adventure of the princess-saving plumber is still the hottest Game Boy game around!

2 TMNT: Fall Of The Foot Clan

The Turtles will never give up in their battle against Shredder and it appears that they'll never give up their position in the Top 10 either.

3 Dr. Mario



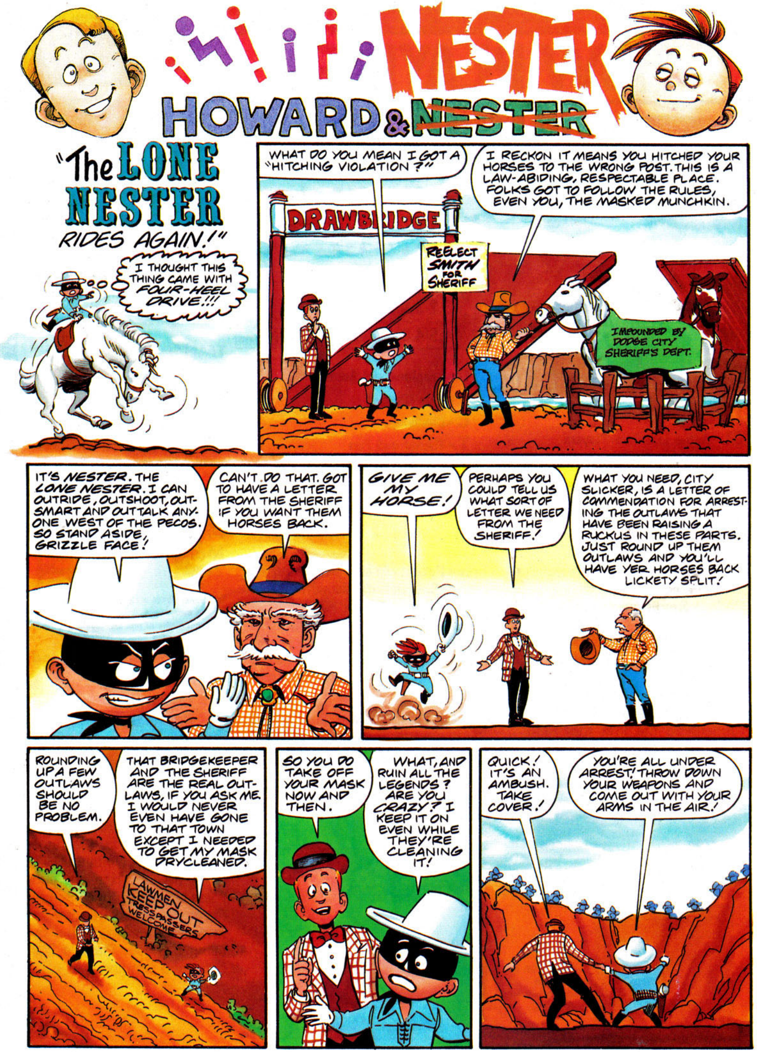
This Game Linker is raising the pulse rates of players everywhere. Dr. M's advice is to eat right, get plenty of rest and practice, practice, practice.

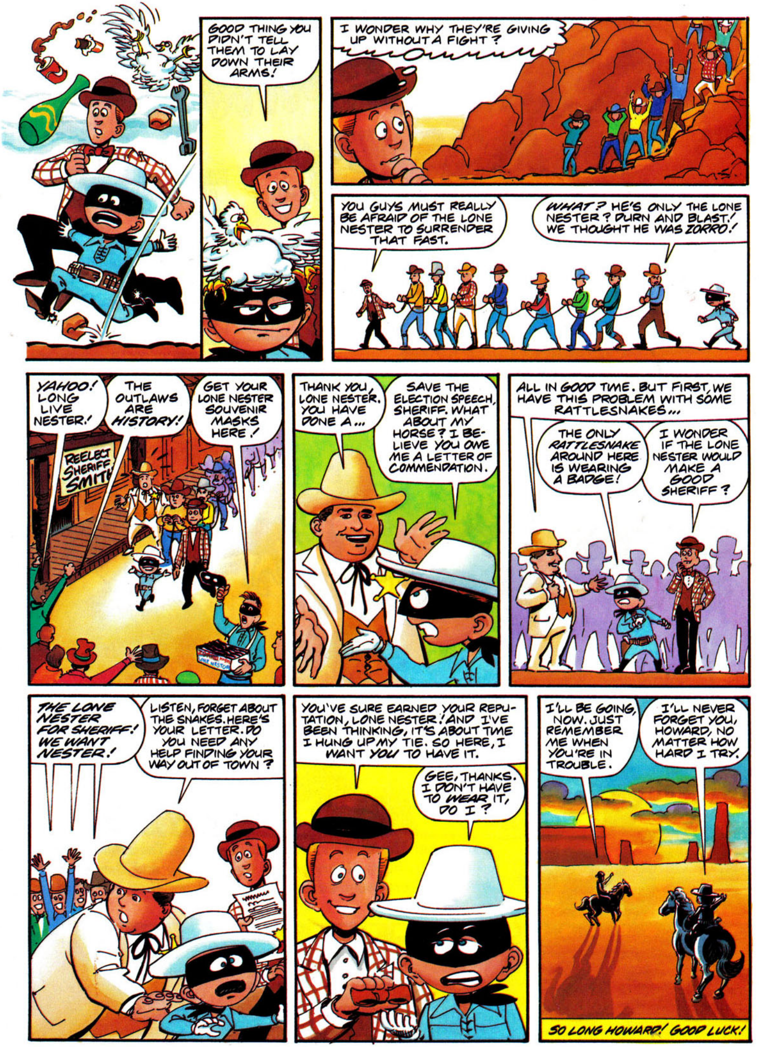
4. Final Fantasy Legend
5. Tetris
6. Castlevania
7. Paper Boy
8. Gargoyle's Quest
9. Operation C
10. Alleyway

Game Boy Top 10 rankings are determined by the votes of the Pros at Nintendo HQ, sales at NES retailers and votes by readers of Nintendo Power. You can vote for your favorite Game Boy games by filling out your Player's Poll entry and sending it to us.

HOWARD & ~~NESTER~~ NESTER

"The LONE NESTER RIDES AGAIN!"


I THOUGHT THIS THING CAME WITH FOUR-HEEL DRIVE!!!
WHAT DO YOU MEAN I GOT A "HITCHING VIOLATION?"
I RECKON IT MEANS YOU HITCHED YOUR HORSES TO THE WRONG POST. THIS IS A LAW-ABIDING, RESPECTABLE PLACE. FOLKS GOT TO FOLLOW THE RULES, EVEN YOU, THE MASKED MUNCHKIN.
DRAWBRIDGE
REELECT SMITH FOR SHERIFF
IMPOUNDED BY DODGE CITY SHERIFF'S DEPT.
IT'S NESTER. THE LONE NESTER. I CAN OUTRIDE, OUTSHOOT, OUTSMART AND OUTTALK ANY-ONE WEST OF THE PECOS. SO STAND ASIDE, GRIZZLE FACE!
CAN'T DO THAT. GOT TO HAVE A LETTER FROM THE SHERIFF IF YOU WANT THEM HORSES BACK.
GIVE ME MY HORSE!
PERHAPS YOU COULD TELL US WHAT SORT OF LETTER WE NEED FROM THE SHERIFF!
WHAT YOU NEED, CITY SLICKER, IS A LETTER OF COMMENDATION FOR ARRESTING THE OUTLAWS THAT HAVE BEEN RAISING A RUCKUS IN THESE PARTS. JUST ROUND UP THEM OUTLAWS AND YOU'LL HAVE YER HORSES BACK LICKETY SPLIT!
ROUNDING UP A FEW OUTLAWS SHOULD BE NO PROBLEM.
THAT BRIDGEKEEPER AND THE SHERIFF ARE THE REAL OUTLAWS, IF YOU ASK ME. I WOULD NEVER EVEN HAVE GONE TO THAT TOWN EXCEPT I NEEDED TO GET MY MASK DRYCLEANED.
LAWMEN KEEP OUT TRESPASSERS WELCOME
SO YOU DO TAKE OFF YOUR MASK NOW AND THEN.
WHAT, AND RUIN ALL THE LEGENDS? ARE YOU CRAZY? I KEEP IT ON EVEN WHILE THEY'RE CLEANING IT!
QUICK! IT'S AN AMBUSH. TAKE COVER!
YOU'RE ALL UNDER ARREST! THROW DOWN YOUR WEAPONS AND COME OUT WITH YOUR ARMS IN THE AIR!


GOOD THING YOU DIDN'T TELL THEM TO LAY DOWN THEIR ARMS!
I WONDER WHY THEY'RE GIVING UP WITHOUT A FIGHT?
YOU GUYS MUST REALLY BE AFRAID OF THE LONE NESTER TO SURRENDER THAT FAST.
WHAT? HE'S ONLY THE LONE NESTER? DURN AND BLAST. WE THOUGHT HE WAS ZORRO!
YAHOO! LONG LIVE NESTER!
THE OUTLAWS ARE HISTORY!
GET YOUR LONE NESTER SOUVENIR MASKS HERE!
REELECT SHERIFF SMITH
LONE NESTER
THANK YOU, LONE NESTER. YOU HAVE DONE A...
SAVE THE ELECTION SPEECH, SHERIFF. WHAT ABOUT MY HORSE? I BELIEVE YOU OWE ME A LETTER OF COMMENDATION.
ALL IN GOOD TIME. BUT FIRST, WE HAVE THIS PROBLEM WITH SOME RATTLESNAKES...
THE ONLY RATTLESNAKE AROUND HERE IS WEARING A BADGE!
I WONDER IF THE LONE NESTER WOULD MAKE A GOOD SHERIFF?
THE LONE NESTER FOR SHERIFF! WE WANT NESTER!
LISTEN, FORGET ABOUT THE SNAKES. HERE'S YOUR LETTER. DO YOU NEED ANY HELP FINDING YOUR WAY OUT OF TOWN?
YOU'VE SURE EARNED YOUR REPUTATION, LONE NESTER! AND I'VE BEEN THINKING, IT'S ABOUT TIME I HUNG UP MY TIE. SO HERE, I WANT YOU TO HAVE IT.
GEE, THANKS. I DON'T HAVE TO WEAR IT, DO I?
I'LL BE GOING, NOW. JUST REMEMBER ME WHEN YOU'RE IN TROUBLE.
I'LL NEVER FORGET YOU, HOWARD, NO MATTER HOW HARD I TRY.
SO LONG HOWARD! GOOD LUCK!

DAYDREAMIN' DAVEY™

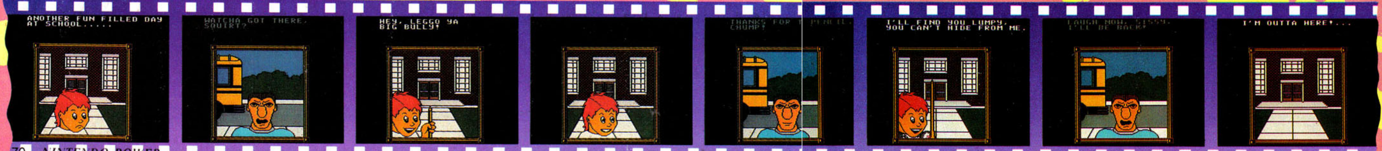
GAME PAK · DATA BOX		
DAYDREAMIN' DAVEY		
HALL AMERICA INC.		
MEMORY	2M×1M	
	MMC1	––
POWER METER		
Graphics & Sound		3.2
Play Control		2.9
Challenge & Excitement		3.2
Theme & Fun		3.7

HAL America took a step back (in time that is) when it made Daydreamin' Davey, it's new time-traveling adventure. Eleven action sequences take Davey from the Old West to Medieval Times and on back to Ancient Greece.

TM&©1990 HAL AMERICA INC.

STORY

It's another fun filled day at school for Davey. The school bully is on his case, his teachers are on the warpath and Davey keeps drifting off on imagined adventures. But are they imagined or are they real?



ANOTHER FUN FILLED DAY
AT SCHOOL.....

WATCHA GOT THERE,
SQUIRT?

HEY, LEGGO YA
BIG BULLY!

THANKS FOR T PENCIL.
CHUMP!

I'LL FIND YOU LUMPY,
YOU CAN'T HIDE FROM ME.

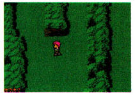
LAUGH NOW, SISSY.
I'LL BE BACK!

I'M OUTTA HERE!...

COOL MOVES

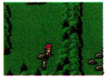
Getting Around

In each of the three areas Davey revisits—The Old West, Medieval Times and Ancient Greece—he roams about, jumps, fights and talks to people. The scenes are overhead, allowing movement in any direction, and there are many mazes and deadly dead ends.

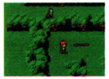


FIGHTING

Weapons can be assigned for both the A Button and B Button.



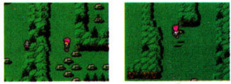
Your main weapon will be selected for the A Button, but you can exchange that weapon with others on the subscreen.



The B Button is where you'll assign secondary weapons and shields. These weapons are powerful but can be used up.

JUMPING

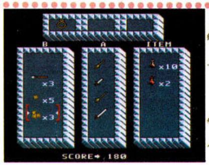
By pushing the A and B Buttons simultaneously you'll be able to jump over fences and rocks. You can also attack enemies in the air.



You won't be able to jump over the hedges or trees. Use a hand weapon like the Sword or Whip when attacking flying foes.

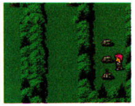
Weapons & Items

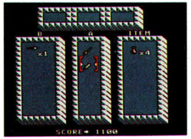
In each adventure area, Davey's choice of weapons and items is different. Most of the items can be found lying about or can be taken as rewards for victory. Other powerful items are hidden or guarded by evil protectors. There are items that recover lost life energy and treacherous items that drain your power. In the Old West, the Whip is the most useful weapon. The Shotgun and Winchester are used against gang members. The sword Excalibur is the ultimate weapon in Medieval Times while the Golden Bow and Arrow brings victory in Greece.



ARMED AND READY

Davey has a lot of tough choices to make. In battle, he'll have to choose the right weapons. Most of the enemies in each area can be defeated using a basic weapon like the Sword, but the strongest foes often require the attention of a special weapon. Listen to people in the area for clues.

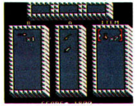




Many of the enemies can be defeated only by particular weapons, but you aren't always told in the game which weapons to use. Sometimes shields can be used as weapons, too.

USE ITEM

Power-Ups are just one of the many types of items you'll get. Some items have startling powers like the Greek Statues that wipe out enemies.



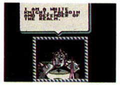
Not all of the items are good for you. Many will take away power; the Peppermint in the Old West, for instance, or the Green Apples in Greece.

MEDIEVAL

In the first area, Davey finds himself in an emerald green forest full of knights and gnomes. His task is to find a Golden Lance, but first he must seek the Sword in the Stone. Finding what you need can be frustrating, so have patience and study the map below.

① The Paladins

Paladin Knights in white armor await Davey throughout the forest. They tell him of treasures and quests, and also of lurking dangers.


I AM A WHITE KNIGHT, PALADIN AND DEFENDER OF THE REALM.

The Paladin Knights talk of a Golden Lance and a Sword. To find both items is Davey's first quest. As you wind through the hedges and woods, beware of gnomes!

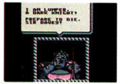
② The Sword In The Stone

Seek the Sword by making your way through the forest maze to the lower right hand corner. Jump over the rocks to claim the weapon.

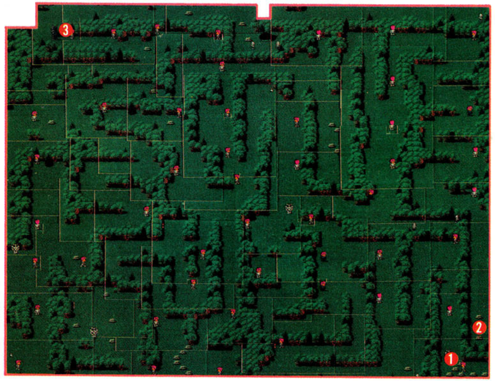
Wield this sword for a super spinning attack! Make sure you select the Sword from the sub-screen, then try it out. Davey will spin around, cutting down any enemies within reach.

③ The Dark Knight

Lumper the Dark Knight guards the Golden Lance. If you have the Sword, Lumper will fall. If you don't have it, you won't pass!

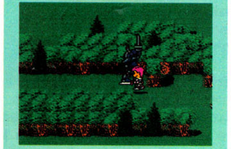

I AM LUMPER, A DARK KNIGHT! PREPARE TO DIE, SIR DAVEY!

Sir Lumper's bark is worse than his bite if Davey is armed with the Sword. Make sure Davey's life energy is full, then charge ahead once the Dark Knight makes the challenge.



Sir LUMPER

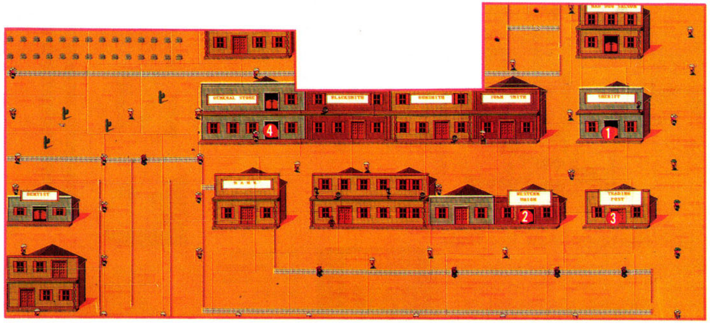
You'll be greeted by Lumper's words before you see him. He's at the end of the alley of trees to the left. When he moves, charge in using the Sword.



A few thrusts of the Sword should win the day. Your only worry is that you have enough energy to withstand a few hits yourself.

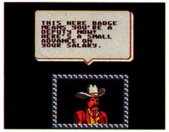
THE OLD WEST

When Davey's teacher says it's time to draw, Davey moseys off to the Wild West of tumbleweeds and gunslingers. Yup, there's trouble brewing in town. An ornery outlaw is holed up in the Blacksmith Shop, challenging anyone who enters to a showdown. Davey must collect gold nuggets, snakeskins and other items to trade for money, guns, food and ammo.

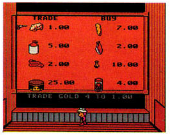


①·② Scout Around

See the Sheriff straightaway, then mosey on down to the Western Union Office. Next door to the Western Union is a man you should visit.


THIS HERE BADGE MEANS YOU'RE A DEPUTY NOW! HERE'S A SMALL ADVANCE ON YOUR SALARY.

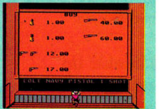
③·④ Bucks = Stuff


```
TRADE              BUY
      1.00               7.00
      5.00               2.00
      2.00              10.00
     25.00               4.00
TRADE GOLD 4 TO 1.00
```

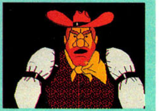
Just like today, in the Old West you had to have bucks to get stuff. Trade items for money, then buy the items and weapons you need.

The GUNSLINGER

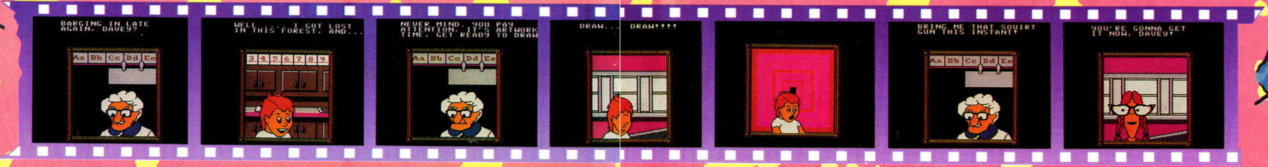
He's an ugly cuss and he's got a chip on his shoulder the size of a buffalo. Once you step through the door, be prepared to go for your gun. Not just any gun will do, however. Pistols don't pack enough wallop. Buy the Shotgun or Winchester and extra bullets or shells. You'll have only a few seconds to aim the tiny pointer (which is almost impossible to see) at the cylinders of the Gunslinger's gun and pull the trigger. Keep a cool hand and practice. You'll meet this guy again.


```
                BUY
      1.00              40.00
      1.00              60.00
     12.00
     17.00
COLT NAVY PISTOL 1 SHOT
```

If you wait too long, or miss your mark, the Gunslinger will send you to Boot Hill.



Aim the star-shaped pointer at the cylinders of the Gunslinger's pistol.


BARGING IN LATE AGAIN, DAVEY?

WELL . . . I GOT LOST IN THIS FOREST, AND...

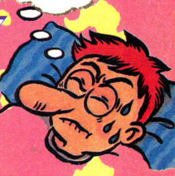
NEVER MIND. YOU PAY ATTENTION. IT'S ARTWORK TIME. GET READY TO DRAW

DRAW... DRAW!!!!

BRING ME THAT SQUIRT GUN THIS INSTANT!

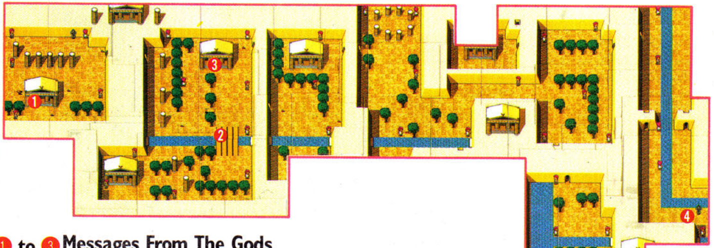
YOU'RE GONNA GET IT NOW, DAVEY!

Aa Bb Cc Dd Ee
3 4 5 6 7 8 9



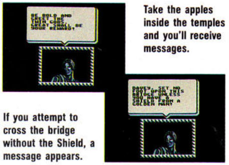
ANCIENT GREECE

In the courtyards and temples of Mount Olympus, Davey meets gods and mythological monsters. His odyssey begins with a search for a magical shield. Then he must battle his way across the river and defeat the Cyclops. Along the way he'll encounter Eagles, Satyrs and Greek warriors. Defeat an Eagle to collect a bushel of life-restoring red apples!



① to ③ Messages From The Gods

Before you can cross the bridge you must obtain the Shield from the Golden Man. The statues explain this, but they do not tell you that the Golden Man is at the far right side of the map (at location 4). Artemis and Apollo, the twin gods, will give you a Bow and Arrow in the third temple.



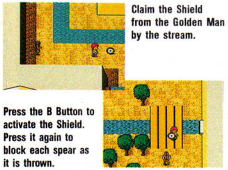
BE BOLD AND
GREET THE
TWIN GODS.
GREAT SHALL BE
YOUR REWARD!

Take the apples inside the temples and you'll receive messages.

DAVEY, SET NO
FOOT UPON THIS
BRIDGE UNLESS
YOU HAVE A
SHIELD FROM A
GOLDEN MAN!

If you attempt to cross the bridge without the Shield, a message appears.

④ Shields Up



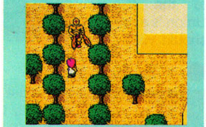
Claim the Shield from the Golden Man by the stream.

Press the B Button to activate the Shield. Press it again to block each spear as it is thrown.

Fight your way through the courtyards until you reach the stream, then follow the stream until you come to a Golden Man. Step up to him, but don't attack. He'll give you the Shield. Now return to the bridge and cross it, protecting yourself from attack with the Shield.

The CYCLOPS

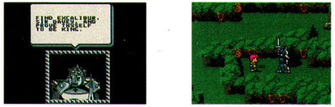
In the narrow alley where you meet the Cyclops, approach the monster quickly, fire an arrow and step back. Keep firing and retreating to defeat him.



You'll have just enough energy to use a hit and retreat strategy against the Cyclops. If you hold your ground and fight, you'll be defeated.

MEDIEVAL TIMES

Once again the Paladin Knights have a quest for Davey. He must find the sword Excalibur in a ring of stones to prove himself King. A Ring of Gold, guarded by a Blue Knight in the right hand region of the forest, is used to pass through Merlin's Mirror and reach Excalibur.

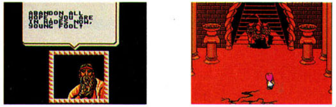


FIND EXCALIBUR,
SIR DAVEY, AND
PROVE THYSELF
TO BE KING.

Once again the Emerald Forest is the site of Davey's quest. Wizards must be attacked by jumping and you can also use Fireballs. There is no particularly strong enemy. The Blue Knight who guards the Golden Ring is easily defeated.

ANCIENT GREECE

Cross the River Styx and enter the fiery realm of Hades to seek the Spear of Mars, the Golden Bow, and the Cap of Hades, then move on to battle Cerberus, the three-headed god of the underworld. A coin in a tree where you first enter the stage will earn you passage on Charon's riverboat.

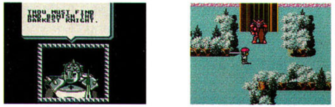


ABANDON ALL
HOPE. YOU ARE
IN HADES NOW,
YOUNG FOOL!

The ground erupts with tongues of flame and much of it is quicksand. Trial and error is the only way to find the solid path. Attack Cerberus from the right side where he can't hit you, shooting one head at a time with the Golden Bow.

MEDIEVAL TIMES

Return again to the world of knights and wizards. In this quest Davey must venture into Winterland where the enemies are more numerous and more dangerous. Collect Fireballs and lots of Life Potion. At the end you will meet Sir Lumpus again, the Dark Knight from the first dream.

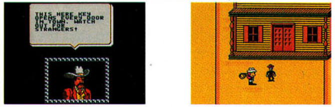


THOU MUST FIND
AND BANISH THE
DARKEST KNIGHT.

Winterland is filled with wizards and fire-throwing gnomes. Try to avoid as many of these foes as possible as you scout out the territory. In the upper reaches you will find Merlin's Mirror. If Sir Lumpus begs for mercy, have pity on him.

THE OLD WEST

Davey The Kid is back in town, tracking down a ruthless gang of bank robbers. Talk to the Sheriff and visit Western Union, then head east to find valuable Indian Artifacts. Once the Angus Gang is defeated using your Shotgun, shoot it out with the Gunslingers at the Bank and in the Blacksmith Shop.

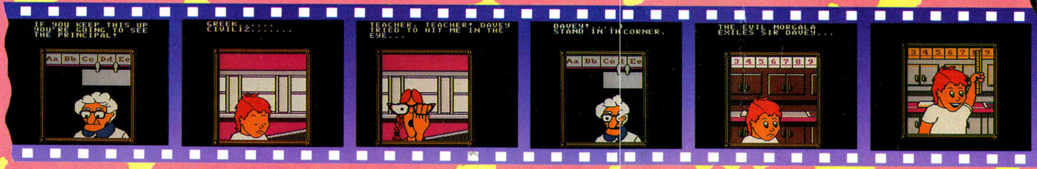


THIS HERE KEY
OPENS EVERY DOOR
IN TOWN. WATCH
OUT FOR
STRANGERS!

After the man in town tells you about Indian Artifacts, start walking to the right and downward. You'll enter a new area where defeated red rattlesnakes turn into Gold Watches that restore energy. Fight the Gunslingers the same as before.

And The Dream Goes On.........

Davey's final adventures include a trip through the Cloud World and a shootout at the OK Corral!



IF YOU KEEP THIS UP
YOU'RE GOING TO SEE
THE PRINCIPAL!

GREEK......
CIVILIZ.......

TEACHER, TEACHER! DAVEY
TRIED TO HIT ME IN THE
EYE...

DAVEY!.....
STAND IN THE CORNER.

THE EVIL MORGALA
EXILES SIR DAVEY...

Aa Bb Cc Dd Ee
Aa Bb Cc Dd Ee
3 4 5 6 7 8 9
3 4 5 6 7 8 9

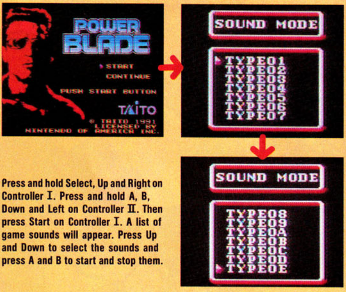
CLASSIFIED INFORMATION

POWER BLADE

From Agent #821

Sound Mode

Tune into the sound effects and music of Special Agent Nova's futuristic adventure with a quick, two-controller code. When the Title Screen appears, pick up Controller I and press and hold the Select Button along with Up and Right on the Control Pad. At the same time, get a friend to pick up Controller II and press and hold the A and B Buttons along with Down and Left on the Control Pad. While all of the buttons are being held, press the Start Button on Controller I. A screen with the message "Sound Mode" will appear with a list of the sound effects and music used in the game. Press Up and Down on the Control Pad to select the sounds. Then press the A Button to start the selected sound and press the B Button to stop it. To simulate the sounds of actually playing the game, you can start one of the background music tunes and play assorted sound effects over the music.



POWER BLADE
▸START
CONTINUE
PUSH START BUTTON
TAITO
© TAITO 1991
LICENSED BY
NINTENDO OF AMERICA INC.

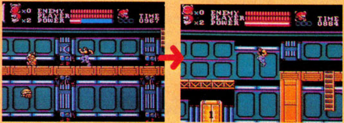
SOUND MODE
▸TYPE01
TYPE02
TYPE03
TYPE04
TYPE05
TYPE06
TYPE07

SOUND MODE
TYPE08
TYPE09
TYPE0A
TYPE0B
TYPE0C
TYPE0D
▸TYPE0E

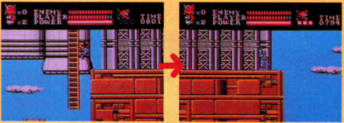
Press and hold Select, Up and Right on Controller I. Press and hold A, B, Down and Left on Controller II. Then press Start on Controller I. A list of game sounds will appear. Press Up and Down to select the sounds and press A and B to start and stop them.

Power-Go-Round

While you are playing Power Blade and fighting to free the alien-infested sectors of the city, it really pays to be prepared with a Power Suit and a Powered-Up Nova. The quickest way to pick up Power-Ups is to spend some time near the beginning of Sector One. After you enter, climb up the ladder, run to the right and climb down the next ladder. You'll end up on a ledge just above the floor of the Sector. The ledge is crawling with easy-to-beat Alien Soldiers. Run back and forth and defeat the Soldiers as soon as you see them. You'll be able to Power-Up to maximum in no time with all of the items that the Soldiers leave behind. Climb down the ladder to the left, jump to the next ladder and climb to the top of the screen. Then jump off the ladder to the right and run to collect a hidden Power Suit. Return to the ledge and jump off to the left. You'll end up at the entrance to the Sector. Even after you have completed Sector One, you'll still be able to enter it at any time and take advantage of this Power-Up opportunity. The Power Suit will reappear whenever you continue the game.



Fight the Alien Soldiers and collect Power-Ups. Then climb down to advance toward the Power Suit or jump to the left and exit.



Climb to the top of the screen and jump to the right to collect the Power Suit. It'll reappear every time you continue.

MEGA MAN III

FROM AGENT #300

Passwords Revealed

Last issue we reported that our Agents had discovered how to change a Mega Man III Password to regulate the number of Energy Tanks that Mega Man holds. Now they have done themselves one better by cracking the entire Password code. Each position that is filled in the Password Screen signifies an accomplishment. The Red Balls in the squares are used to show the Energy Tank total and individual weapons collected. The Blue Balls are used to signify pairs of weapons collected. Learn to fill the positions correctly and you'll be able to control the accomplishments.

Design Your Own Password

In Table 1, shown below, you can see a list of Mega Man's robot adversaries. The Password position for each enemy indicates that Mega Man has defeated that enemy. A Blue Ball takes the place of two Red Balls when a particular pair of enemies have been defeated. For instance, a Red Ball in the 4-F position shows that Spark Man has been defeated and a Red Ball in the 6-D position shows that Shadow Man has been defeated. If both of those enemies are gone, a Blue Ball in the 4-F position takes the place of those two Red Balls to show that Mega Man has defeated both enemies.

Table 1

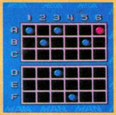
Enemies And Their Weapons	🔴	🔵
Spark Man (Spark Shock)	4-F	4-F
Shadow Man (Shadow Blade)	6-D	
Top Man (Top Spin)	3-A	3-A
Snake Man (Search Snake)	6-F	
Needle Man (Needle Cannon)	3-D	3-D
Magnet Man (Magnet Missile)	5-F	
Gemini Man (Gemini Laser)	5-B	5-B
Hard Man (Hard Knuckle)	4-C	

Energy Tank Totals

In Table 2, there are positions indicated for each possible Energy Tank total. Every Password has a Red Ball indicating one, and only one, Energy Tank total. If you want to start off with zero Energy Tanks, your Password will include a Red Ball in the 5-C position. If you want to start with nine Energy Tanks, your Password will include a Red Ball in the 6-A position.

The Second Set

After Mega Man has defeated the eight new Robot Masters, he will return to four of the worlds. In Table 3, you can see a list of these stages and Password positions which indicate that those stages have been completed. As before, there are Red Balls to indicate individual stage completions and Blue Balls which take the place of Red Balls when pairs of stages have been completed. In order to make a valid Password for this second set of enemies, you must first fill the positions for the first eight enemies (Blue Balls in positions 4-F, 3-A, 3-D and 5-B). Study the tables and make a Password for the position that you would like to be in.



This ultimate Password takes you to the beginning of the Dr. Wily Stage.

Table 2

Tank Total	🔴	Tank Total	🔴
0	5-C	5	1-C
1	6-E	6	2-D
2	4-E	7	3-C
3	4-B	8	2-F
4	5-A	9	6-A

Table 3

Enemy Worlds Revisited	🔴	🔵
Spark Man (Metal Man & Quick Man)	1-A	1-A
Shadow Man (Wood Man & Heat Man)	4-A	
Needle Man (Crash Man & Air Man)	2-B	2-B
Gemini Man (Bubble Man & Flash Man)	6-B	

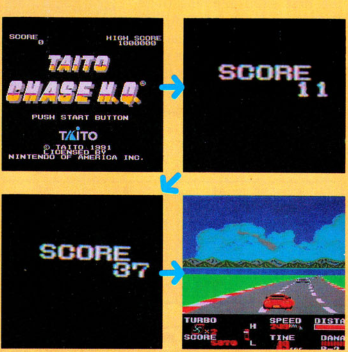
CLASSIFIED INFORMATION

CHASE H.Q.®

From Agent #123

Stage Select

Start racing on any of the 21 missions of this action-packed racer from the word Go. When you power-up the game, the Title Screen will appear with a score of 0 showing in the upper-left corner. As soon as the "Press Start Button" message appears, press and hold Down on the Control Pad along with the A and B Buttons. Then press the Start Button. The score will change from 0 to 11. The tens digit (first) of this score indicates the selected Round. You can change it by tapping the B Button. The ones digit (second) indicates the selected Stage. Change it by tapping the A Button. Once you've changed the digits for the desired Round and Stage, press the Start Button. The score will go back to 0. Your stage selection, though, will be registered. Once the "Press Start Button" message appears again, press Start to begin and you'll be on the desired round and stage.



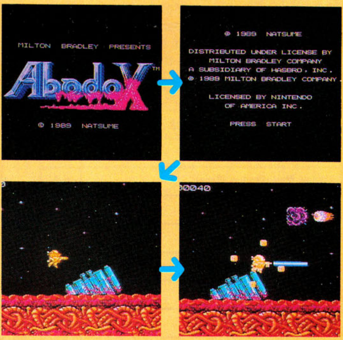
Wait for the "Press Start Button" message to appear on the Title Screen. Press and hold Down, A and B, then press Start. The score will change to 11. Change the score again by pressing the A and B Buttons. Once the score indicates the desired Round and Stage, press Start and begin!

Abadox

From Agent #236

Invincible and Power-Up

The challenging space tunnels of Abadox can be easily negotiated with a code which makes your fighter invincible and loads him with weapons. When the main Title Screen appears showing the game logo, press the Start Button and a screen will appear with information about the game and the message "Press Start." When that screen appears, press the A Button twice, Up on the Control Pad, the B Button twice, Down on the Control Pad, the A Button once, the B Button once and then the Start Button. The game will begin and your fighter will be unaffected by enemy contact. You'll easily be able to fight to the end this way. It will look more impressive, though if your fighter has Special Weapons. Pause the game by pressing the Start Button, then press it again. Your fighter will be equipped with Lasers, Twin Missiles, the Orbiting Barrier Shield and the Hi-Density Power Protector. Plus, he'll still be invincible!



© 1989 NATSUME
DISTRIBUTED UNDER LICENSE BY
MILTON BRADLEY COMPANY
A SUBSIDIARY OF HASBRO, INC.
© 1989 MILTON BRADLEY COMPANY
LICENSED BY NINTENDO
OF AMERICA INC.
PRESS START

When the second screen with game information appears, press A, A, Up, B, B, Down, A, B and Start. Then, as you begin your adventure, pause the game and resume with a power-packed arsenal.

CLASSIC TIPS

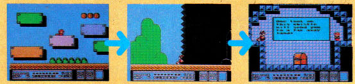
Here are a few our Agents' favorite tips from past issues. If you haven't caught on to them before, you should be able to really zip through these games now.

SUPER MARIO BROS. 3

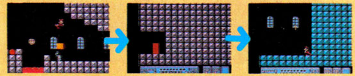
From Agent #710

Warp Whistles

There are three Warp Whistles in Super Mario Bros. 3 which allow you to skip ahead to advanced Worlds. In World 1-3, kneel on the white background block for a few seconds. When you fall behind the scenery, run to the end of the stage and into a hidden Warp Whistle room.



In an open area of the World One Fortress, fly up and out of the screen. Then run to the right and press Up on the Control Pad to enter a room holding another Warp Whistle.



Use a Hammer in the upper-right corner of World Two and follow the path to collect the third and last Warp Whistle.

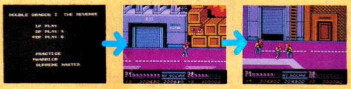
DOUBLE DRAGON II

双截龍 II

From Agent #563

Double Strength Dragon

If you're going out alone on this adventure, make sure that you have the power of two players with you. Choose the 2 Play B option and have your fighter defeat the other fighter. You'll receive the other fighter's players in reserve!

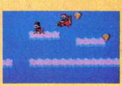


DUCKTALES

From Agent #013

Bonus Stage

Uncle Scrooge's bonus stage is lined with diamonds. You can get to this stage by getting a ride back to Duckburg from Launchpad when the 10,000 digit of your score is a seven (e.g. 71,382).



Wanted: Special Agents

A popular activity among Nintendo game experts is developing tips and strategies. If you'd like to share your own special tips with us, send them in! Choose your own Agent Number (3 digits) and be sure to include it with your tips.

Our address is:
Nintendo Power
Classified Information
P.O. Box 97033
Redmond, WA 98073-9733

NINTENDO POWER

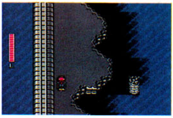
NOW PLAYING

JUNE 1991

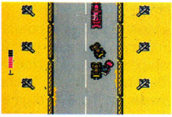
While Battletoads is the big news this month, there are some other new releases which may spark your interest. In this issue's focus on games that didn't quite rate feature coverage, we look at a great, fast-action driving game and a role-playing adventure with a long and involving story. Stop by your favorite store to see if they're up your alley.

SUPER SPY HUNTER

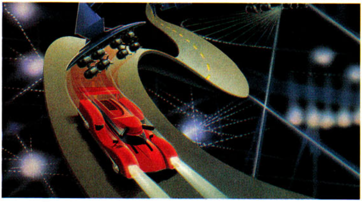
Set your sights on a fleet of high-tech cars and robot enemies in the super-speed sequel to the NES and arcade hit, Spy Hunter from Sunsoft. The city, desert, sky, water and assorted futuristic roadways are all crawling with villainous vehicles and it's your job to make the world safe again through six super stages.



NO PARKING ON SHOULDER! It looks like some spy hunters have been here before.

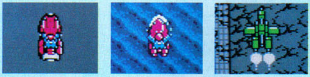


MERGE WITH TRAFFIC! These road hogs will run you off the road, if you let them.



Drive, Fly and Float

For most of the mission, your vehicle will take on the form of a custom car with machine guns on the front and on the roof. When you take to the water or the skies, though, the car will change into a racing boat or an armored jet!

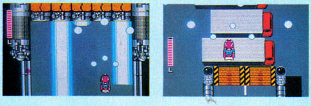


Your vehicle takes on three different forms, depending on the terrain.

Along the way, you can earn Power-Ups which give your vehicle special enemy stopping features, like oil slicks and bombs.

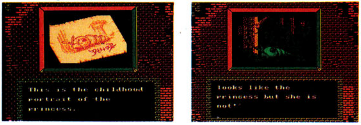
• Hazards Abound

Enemy cars and planes are everywhere and the roads are littered with jumps, gaping holes and slippery ice. If you enjoy danger and thrills, this is one to look for.



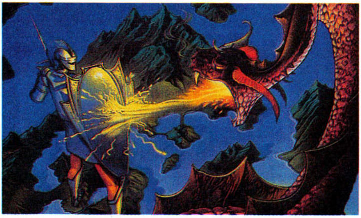
FARIA

It's an old story. An evil wizard kidnaps the princess of a mystical kingdom and you are a young adventurer who is called on to save her. The theme's been used in countless role-playing adventures and it's covered once again in Faria from Nexoft. While the story is not unique, the game does feature fun graphics and good battle scenes. If you're a role-playing fan, it's worth checking out.


This is the childhood portrait of the princess.

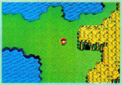
looks like the princess but she is not!"

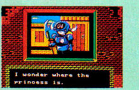
Save the princess of a mystical kingdom in this long and involving adventure.



Stock Up And Take Off

You'll start with 230 gold pieces. Buy weapons and armor, talk to villagers, and then seek the king. He will show you a picture of the princess and give you 100 gold pieces for more supplies. From there, you are on your own to explore, defeat enemies and search for the princess.

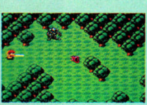

Search the kingdom for the kidnapped princess.


I wonder where the princess is.

Talk to townspeople for information.

• Control The Battle

When you're ambushed by a group of enemies in your mission, you're sent to an enclosed area where you must fight to the finish or attempt to escape. The outcome depends on your dexterity and fighting skills. In a game that has a similar story and style to many others, this is one feature that helps set it apart.


Meet the enemies head-on and fight or run.

YOUR GUIDE TO THE LATEST NES RELEASES

TITLE	COMPANY	PLAY INFO	POWER METER RATINGS G	P	C	T	GAME TYPE
American Gladiators	GameTek	2P-A	2.6	2.8	3.0	3.2	TV Show/Sports
Battletoads	Tradewest	2P-S	4.4	3.9	3.9	4.5	Comic Adventure
Daydreamin' Davey	Hal America	1P/Pass	3.2	2.9	3.2	3.7	Comic Adventure
Faria	Nexoft	1P/BATT	3.3	2.9	3.4	3.7	Role Playing
NES Open Tournament Golf	Nintendo	2P-S	3.3	3.4	4.0	4.2	Golf
Super Spy Hunter	Sunsoft	1P	3.5	3.3	3.3	3.6	Driving Action

LISTING KEY

You can get the most out of our game listing by understanding the categories. Title, Company and Game Type are self explanatory. Use this Key to understand Play Info and the valuable Power Meter ratings.

PLAY INFO

Games are made to be played with one to four players. Some also employ a battery or password to save game play data.

1P = ONE PLAYER
2P-S = TWO PLAYER SIMULTANEOUS
2P-A = TWO PLAYERS ALTERNATING
PASS = PASSWORD
BATT = BATTERY

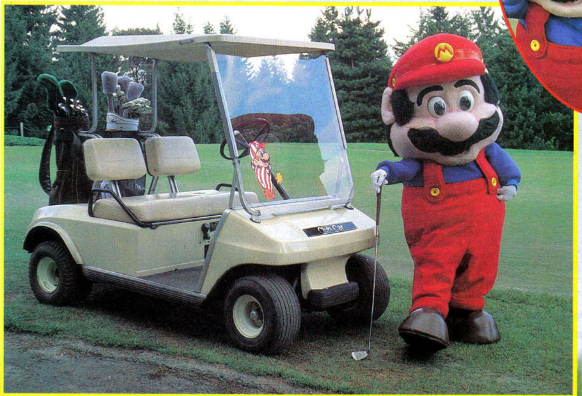
POWER METER

The Pros at Nintendo HQ rate each new game. Ratings are from 1 (poor) to 5 (excellent) in four different categories:

G = GRAPHICS AND SOUND
P = PLAY CONTROL
C = CHALLENGE
T = THEME AND FUN

PLAYER'S POLL CONTEST

NES OPEN EXTRAVAGANZA!



Grand Prize

A Real Golf Cart and Two Sets of Clubs

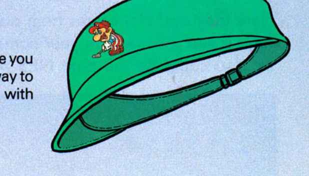
Give it to Dad for Father's Day·····
······Or Keep it for Yourself!

Mario is celebrating the release of his new golf game, NES Open, by giving away a super sporty Club Car Golf Cart and two sets of golf clubs to the lucky grand prize winner of the Player's Poll Contest. If you already know how to play golf, you can hit the links in style. If not, this duffer's dream package will give you a great reason to learn!

Second Prize

25 WINNERS

NES Open Golf Visors and Golf Balls NES Open Tournament Golf Game Paks



Get into the golf groove by playing NES Open Tournament Golf before you get your clubs out. When you hit the course this summer, the only way to be stylin' is to sport an exclusive NES Open golf visor and tee off with Mario's special NES Open golf balls.

Third Prize

50 WINNERS

Nintendo Power Jerseys

On the course or off, set yourself apart from the crowd by wearing one of our exclusive Nintendo Power jerseys.

OFFICIAL CONTEST RULES

(No Purchase Necessary)

To enter, either fill out the Player's Poll response card or print your name, address and telephone number on a plain 3″ × 5″ piece of paper. Mail your entry to this address:

NINTENDO POWER PLAYER'S POLL
P.O. BOX 97062
Redmond, WA 98073-9762

One entry per person, please. All entries must be postmarked no later than July 1, 1991. We are not responsible for lost, stolen or misdirected mail.

On or about July 15, 1991, winners will be randomly drawn from among all eligible entries. Winners will be notified by mail. By accepting their prizes, winners consent to the use of their names, photographs, or other likenesses for the purpose of advertisements or promotions on behalf of "Nintendo Power" magazine or Nintendo of America Inc. without further compensation. Chances of winning are determined by the total number of entries received. Prizes are limited to one per household. No substitution of prizes is permitted. All prizes will be awarded. To receive a list of winners, which will be available after July 30, 1991, send your request to the address provided above.

GRAND PRIZE: Nintendo will award a Club Car with NES Open decals, two sets of golf clubs, and a NES Open Tournament Golf Game Pak to one Grand Prize Winner.

This contest is not open to employees of Nintendo of America Inc., their affiliates, agencies, or immediate families. Void in Canada and elsewhere where prohibited by law. This contest is subject to all federal, state, and local laws and regulations.

NES ACHIEVERS

Here they are! Hot scores from our hottest players. Are you a hot player? Are your scores on fire? If you'd like to see your name next to other Power Players, send your accomplishment to us. You could be the next NES Achiever.

CAPTAIN SKYHAWK

Andrew Ow ▶	Western Springs, IL ▶	Finished
Ryan Bierowski ▶	Lynchburg, VA ▶	Finished
Christopher Kansier ▶	Monroe, MI ▶	Finished
Sean Thomas ▶	Aurora, CO ▶	Finished
Brendan Mahoney ▶	Reading, PA ▶	Finished

CASTLEVANIA III: DRACULA'S CURSE

Richard Seaton ▶	Maywood, IL ▶	Finished
Bret & Sheri Dennis ▶	Sandy, UT ▶	Finished
Josh Simmons ▶	Johnsonburg, PA ▶	Finished
Geno & John Taddei ▶	Jordan, MN ▶	Finished
Jean-Francois Valee ▶	Varennes, PQ ▶	Finished
Anthony Class ▶	Bayamon, PR ▶	Finished
Johnathan Lanham ▶	Gary, IN ▶	Finished
Thor Heyeck ▶	South Orange, NJ ▶	Finished
Ty Swartz ▶	Coolville, OH ▶	Finished
Gary Pearson ▶	Newton, IA ▶	Finished
John Smith ▶	Canton, OH ▶	Finished
Brent Eason ▶	Indianapolis, IN ▶	Finished
Ian O'Mara ▶	Placentia, CA ▶	Finished
Danny Salvatera Jr. ▶	Torrance, CA ▶	Finished
Chris Brown ▶	Weaton, MD ▶	Finished
Andy Glusco ▶	York, PA ▶	Finished
Tony Mandel Jr. ▶	Pensacola, FL ▶	Finished
Len Jasinski ▶	Phoenix, AZ ▶	Finished

DÉJÀ VU

Ralph Hurst Jr. ▶	Grass Valley, CA ▶	Finished
Joe Hecht ▶	Jefferson, WI ▶	Finished

DR. MARIO

Willard Ma ▶	Vancouver, BC ▶	217,400
Andy Dunn ▶	Cucamonga, CA ▶	200,700
Kevin Haymes ▶	Marietta, GA ▶	195,700
Ryan Warmbrodt ▶	Johnsonburg, PA ▶	158,400

DRAGON WARRIOR II

Harumi Rushton ▶	Ceres, CA ▶	Finished
Allen Carmen ▶	Lodi, NJ ▶	Finished
Andrew Vorona ▶	Ewing Township, NJ ▶	Finished
Markus Talaga ▶	Wayne, MI ▶	Finished
Carl Cavallaro ▶	Kansas City, MO ▶	Finished
Don Goering ▶	Westchester, CA ▶	Finished
Greg Chaffin ▶	Walnut Cove, NC ▶	Finished
Larry Donegan ▶	Yonkers, NY ▶	Finished

FINAL FANTASY LEGEND (GAME BOY)

Paul Pankratz ▶	Sandy, OR ▶	Finished

GREMLINS II: THE NEW BATCH

Chris Mansfield ▶	Amherst, NH ▶	Finished
Justin Redmond ▶	Bay Shore, NY ▶	Finished
Daniel Studnicky ▶	North Creek, NY ▶	Finished
Joseph Duong ▶	Elmhurst, NY ▶	Finished
Kevin Spears ▶	Stanford, KY ▶	Finished
Nicky & Frank Santaniello ▶	Revere, MA ▶	Finished
Bruce Mahnke ▶	Doylestown, PA ▶	Finished

THE IMMORTAL

Patrick McCarthy ▶	Highland Springs, VA ▶	Finished

LITTLE NEMO: THE DREAM MASTER

Joseph Randall ▶	Enterprise, UT ▶	Finished
John Difrenda ▶	Cedar Grove, NJ ▶	Finished
T. J. Boyd ▶	Concord, CA ▶	Finished
Ricky Pyles ▶	Camp Springs, MD ▶	Finished
Michael Keathley ▶	Terre Haute, IN ▶	Finished
Philip Dearmore ▶	Bothell, WA ▶	Finished
John Pironti ▶	Altoona, FL ▶	Finished

MANIAC MANSION

Wil Maddux Jr. ▶	Ontario, CA ▶	Finished
Nathan Kraft ▶	Port Carbon, PA ▶	Finished
Andy Kalinoski ▶	Brooklyn Center, MN ▶	Finished
Yannick Bertrand ▶	Longueuil, PQ ▶	Finished
Travis Case ▶	Carroll, IA ▶	Finished
Sean Fluharty ▶	Baton Rouge, LA ▶	Finished
Tom Church ▶	Springfield, MO ▶	Finished
Bryan & Lewis Rothkopf ▶	Dix Hills, NY ▶	Finished
Freddie Curtis ▶	Brinklow, MD ▶	Finished
David Cherella ▶	Providence, RI ▶	Finished
Kevin Kempe ▶	Columbia, MS ▶	Finished

MEGA MAN III

Richard Eng ▶	Ottawa, ON ▶	Finished
Josh Fey ▶	Kendrick, ID ▶	Finished
Ryan Delozier ▶	Lenior City, TN ▶	Finished
Roland Belmares ▶	Pflugerville, TX ▶	Finished
Andrew Buckley ▶	Centerville, UT ▶	Finished
Tim Fody ▶	Canton, MI ▶	Finished
Timothy Burchfield ▶	Bartlesville, OK ▶	Finished
T. J. Robinson ▶	Port Huron, MI ▶	Finished
Ben Hoeppner ▶	Sun Prairie, WI ▶	Finished
Chris DePalma ▶	Arlington, TX ▶	Finished
Tommy Hitchcock ▶	Ponca City, OK ▶	Finished
Bradley Kumimoto ▶	San Bruno, CA ▶	Finished
Tom Butler ▶	Kirtland, OH ▶	Finished
Scott McCain ▶	Atoka, TN ▶	Finished
Eric Denney ▶	Indianapolis, IN ▶	Finished
Michael Fleming ▶	Stockton, CA ▶	Finished
Richard & Stephen Frauham ▶	Wallingford, CT ▶	Finished

NARC

Keeley Lowe ▶	Midway, TN ▶	1,528,500
Steven Garrett ▶	Houston, TX ▶	1,425,100
Jason Spriggel ▶	Battle Creek, MI ▶	1,415,300
Daniel Kleiman ▶	Holland, MI ▶	1,296,350
Gregory Archer ▶	Glen Burnie, MD ▶	1,234,550
Jeremy Birnie ▶	Finksburg, MD ▶	1,129,250
Chris Lovett ▶	Inyokern, CA ▶	1,074,250
Phillip Satterfield ▶	Canton, OH ▶	1,047,000

PINBALL QUEST

Doug Cochrane ▶	Kirksville, MO ▶	7,935,810
Tara Warrick ▶	Edgewood, MD ▶	3,674,270

PINBOT

David Derkkitz ▶	Arlington, VA ▶	46,897,180
Jack Marks ▶	Arlington, VA ▶	39,015,900
Seth Kolton ▶	Lake Hiawatha, NJ ▶	36,447,530
Joseph Hicks ▶	Rutherfordton, NC ▶	28,451,050
Charles Reinhold ▶	Arlington, VA ▶	27,375,820
Joel Koehler ▶	Merrill, WI ▶	25,870,920
Bret Bouder ▶	Memphis, TN ▶	23,425,120
William Whitaker ▶	Gaithersburg, MD ▶	19,984,880
Kyle Smith ▶	Torrington, CT ▶	19,759,420
John Delzoppo ▶	Willowick, OH ▶	16,853,360
Mark Stephens ▶	Quakertown, PA ▶	16,043,470

SHADOW OF THE NINJA

David Richardson ▶	Saint Louis, MO ▶	Finished
Vincent & Ron Agay ▶	Irvington, NJ ▶	Finished

SHINGEN THE RULER

Ken Mack ▶	Berkley, MI ▶	Finished

SKATE OR DIE II

Eric Pearson ▶	Carrollton, TX ▶	219,324
Pat Carey ▶	Tulsa, OK ▶	160,639
Zach Ryan ▶	Simi Valley, CA ▶	111,079
Nick Ponton ▶	Ashkum, IL ▶	107,906

SOLAR JETMAN

Sean Bryan Quinn ▶	Baltimore, MD ▶	Finished
Matt Mochel ▶	Westmont, IL ▶	Finished

STAR TROPICS

Bobby Redd ▶	Santa Maria, CA ▶	Finished
Mark Owens ▶	Murchison, TX ▶	Finished
James Whaley ▶	Maryville, TN ▶	Finished
Carole Beeton ▶	Pleasant Hill, CA ▶	Finished
Dan Regazzi ▶	Weston, ON ▶	Finished
Dave Rutledge ▶	Ada, OK ▶	Finished

TETRIS

Jeremy Phipps ▶	Ogden, UT ▶	838,996
Mike Solano ▶	Yonkers, NY ▶	749,678
Robert Cooke ▶	Birmingham, AL ▶	585,816
Steve Siler ▶	Henderson, TN ▶	548,334
Karen Kakacek ▶	Watertown, SD ▶	544,847
David Chan ▶	South Pasadena, CA ▶	520,324
Michael Lucas ▶	Alliance, OH ▶	516,118
Matt Lessinger ▶	Dobbs Ferry, NY ▶	515,152
Scott Boehmer ▶	Charles City, IA ▶	491,590
Matt Tabak ▶	Henderson, NV ▶	490,086

TMNT II: THE ARCADE GAME

Justin Gitlin ▶	Newton, NH ▶	Finished
Matt Simpson ▶	Newton, NH ▶	Finished
Bobby Dolchide ▶	Chicago, IL ▶	Finished
David Burkett ▶	Marion, VA ▶	Finished
James Roblete ▶	O'Fallon, IL ▶	Finished
Ryan Faucher ▶	Dover, NH ▶	Finished
Brian McGrath ▶	Rochester, NY ▶	Finished
Jason Gartland ▶	Warren, OH ▶	Finished
Matthew Hoffman ▶	Clifton, VA ▶	Finished
Johnny Wadsworth ▶	Centerville, OH ▶	Finished

TMNT: FALL OF THE FOOT CLAN (GAME BOY)

Billy Desmarais ▶	North Adams, MA ▶	Finished
Chris Seekill ▶	North Dighton, MA ▶	Finished
Jeb Tipton ▶	Knightstown, IN ▶	Finished
Miles Owen ▶	Russellville, AL ▶	Finished
Scott Hittinger ▶	Indianapolis, IN ▶	Finished

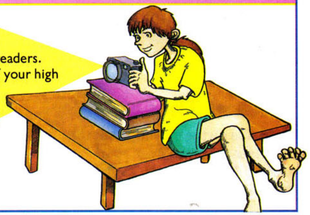
ULTIMA: QUEST OF THE AVATAR

Tom Connell ▶	Farmington Hills, MI ▶	Finished
Tommy Russell ▶	Bethpage, NY ▶	Finished
Andrew Mitchell ▶	Winter Springs, FL ▶	Finished
Brian & Mike Ferguson ▶	Middletown, CA ▶	Finished

HOW DO YOUR SCORES RATE?

Every month we print the best NES and Game Boy scores sent in by our readers. Are you an NES Achiever? Send in your name and address with a photo of your high score or final screen. If your score is tops, or if you're the first to finish a game, we want to know about it. All your friends will know about it too! To take the photo, turn off the lights but not the TV and use a 35mm camera without a flash. Hold the camera steady, or place the camera on a stack of books, and send us your best shot.

NINTENDO POWER
NES ACHIEVERS
P.O. BOX 97033
REDMOND, WA
98073-9733



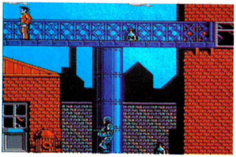
COUNSELORS' CORNER!

ROBOCOP 2 WHERE ARE THE HIDDEN NUKE FACTORIES?

You'll know that there's a NUKE Factory in a given level if there's not enough NUKE in the main area to reach the 60% quota. The Factories take on several forms. The one thing that they have in common, though, is that they're all loaded with NUKE. Four of the first six levels have NUKE Factories.

Level One

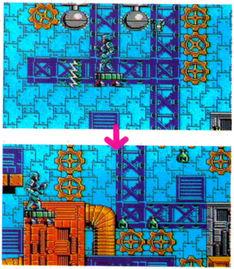
Fall to the left through a break in a long bridge and leap over a gap at ground level. Then, after you take care of an enemy in a manhole, press Down on the Control Pad. You'll sink into a NUKE filled area with nothing else but platforms and gaps.



Press Down after you pass the manhole to enter the NUKE Factory.

Level Three

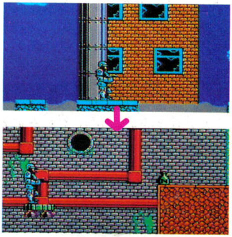
Take a ride on the moving platform and steer between two sparking bulbs to the gap in the roof. The area that you enter will be a little more dangerous than the last NUKE Factory. Try to avoid the gears and steer into the Jars of NUKE.



Move up between the sparking bulbs to hit a hidden NUKE Factory.

Level Four

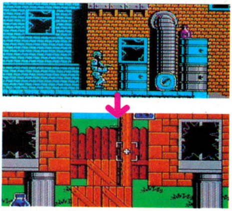
After you negotiate a series of bridges, you'll come to a very tall stack of barrels and an equally high bridge. Jump onto this bridge and arrest the Target Villain as he hops onto the screen. Then jump to the platform directly below the bridge and jump over two gaps to the right. When you get to the long platform, press Down on the Control Pad to sink into another NUKE filled Factory.



Drop from the tall bridge in Level Four and jump to a long platform. Then sink down for a ton of NUKE.

Level Six

Fight through Level Six until you reach two Barrels which trap a rolling enemy. Then sink down into a calibration exercise which features nothing but NUKE.

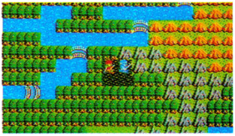


When you see the enemy caught between two barrels, press Down and descend into a NUKE only calibration exercise.

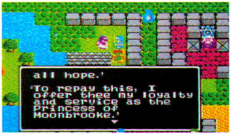
DRAGON WARRIOR II

WHERE IS THE PRINCESS OF MOONBROOKE?

Upon visiting the ruins of Moonbrooke Castle, you'll learn that the princess has disappeared. Talk to the living flames and they'll give you clues about her whereabouts. They'll also tell you about the mysterious Mirror of Ra. The Mirror, they'll say, is in an area southeast of Moonbrooke where four bridges meet. The location actually turns out to be due east of Moonbrooke. You'll see four bridges on the screen at the same time while standing in a small swamp. Search there and you will find the Mirror of Ra. Then travel to Hamlin. There's a dog in Hamlin which follows you around after you try to communicate with it. Use the Mirror of Ra in the presence of the dog. It will see it's own reflection and magically change into the princess! With the princess as the third and final member of your party, you will be able to continue your quest to rid the land of evil.



Stand in a swamp east of Moonbrooke and use the SEARCH Command. You'll uncover the Mirror of Ra.



all hope.'

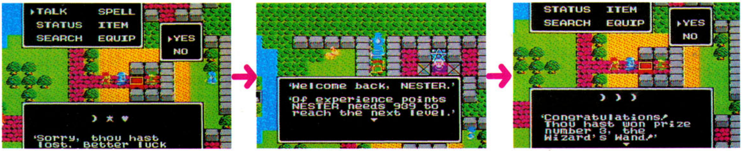
'To repay this, I offer thee my loyalty and service as the Princess of Moonbrooke.'

Use the Mirror of Ra next to the dog in Hamlin. The princess will break from her spell and assist you.

DRAGON WARRIOR II

HOW CAN I MAKE SURE THAT I WIN THE LOTTERY?

Valuable items are yours for the winning in town lotteries. With a little patience you can make every ticket a winner. Collect a ticket and go to a town like Hamlin, where you can both save your game and enter the lottery. Save it and try your luck at the lottery. If you lose, just press Reset on the Control Deck and start again. You'll return with another chance to win.



'Sorry, thou hast lost. Better luck

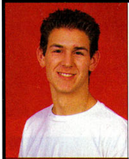
'Welcome back, NESTER.'

'Of experience points NESTER needs 989 to reach the next level.'

'Congratulations, Thou hast won prize number 8, the Wizard's Wand.'

Save your game and enter the lottery. If you lose, just Reset and try again with the same lottery ticket. You'll turn the lottery into a lootery!

GAME COUNSELOR PROFILES

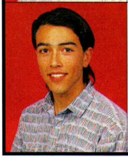


Scott Evanson

Became Game Counselor: January, 1990
Hobbies: Practicing Tae Kwon Do, Running
Best NES Accomplishment: Scored 84 Points In The Power Bowl Of NES Play Action Football
Favorite NES Game: Solomon's Key

Bill Clark

Became Game Counselor: January, 1990
Hobbies: Snow Boarding, Water Skiing
Best NES Accomplishment: Completed Gradius With One Ship
Favorite NES Games: Destiny Of An Emperor and Solomon's Key



Todd Westergreen

Became Game Counselor: January, 1990
Hobbies: Flying, Skiing, Jet Skiing
Best NES Accomplishment: Completed Blaster Master In 57 Minutes
Favorite NES Game: Blaster Master

Joe Conklin

Became Game Counselor: February, 1990
Hobbies: Skiing, Hunting
Best NES Accomplishment: Scored 2,000,000 Points In Duck Hunt
Favorite NES Game: Destiny Of An Emperor

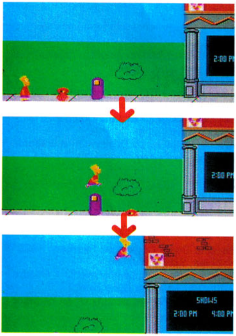
THE SIMPSONS:
BART VS. THE SPACE MUTANTS

WHERE CAN I FIND 1-UPS EARLY IN THE GAME?

Krusty the Clown publicity photos are not only nifty collectors' items but they also provide Bart with extra lives. These 1-Up opportunities are plentiful in the first stage. Collect them in the beginning so that you can advance to stages where they are less abundant. We've found five of them in Stage One.

The Theatre

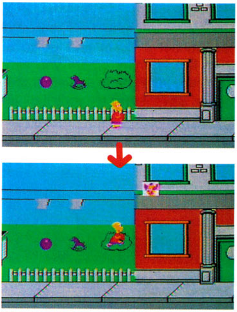
The first 1-Up is above the show time schedule for the movie theatre. There's a trash can far to the left of the theatre where an alien hops left and right. Trash cans in Springfield are made of an extra flexible material so that you can get a lot of height from jumping off of them. Stand to the left of the trash can and wait for the alien to jump to the left side as well. Then, as the alien jumps to the right, jump onto the trash can by pressing the A Button, then jump off of it by pressing both the A and B Buttons. The two-button jump will provide speed, height and distance. You'll easily be able to grab the 1-Up.



Bounce off the trash can with a super high jump to grab the 1-Up above the Theatre.

Moe's Tavern

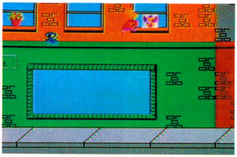
When you make a crank call to Moe from the phone booth just outside of his tavern, the aliens to the right of the phone booth will disappear. Once you spray paint the patron wearing purple clothes who comes out of the tavern, walk to the right where the aliens used to be and stop in front of the bush. Jump by pressing and holding the A and B Buttons. A 1-Up will pop up out of the bush. Continue to hold the A and B Buttons and run to the right. You should be able to grab the 1-Up before it falls through the sidewalk.



After you call Moe and the aliens disappear, uncover the 1-Up from this bush.

Mel's Novelty Hut

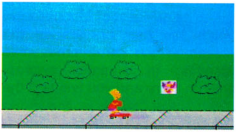
After you spray paint the purple pot on the sill above Mel's door, jump onto the sill and jump to the right over a bouncing alien. Then jump two sills to a 1-Up.



Get a 1-Up from a sill above Mel's.

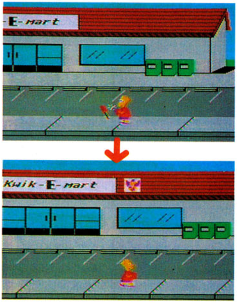
On The Skateboard

While you're racing on the Skateboard and dodging aliens, you'll pass several bushes. After you collect a can of spray paint midway through the stage, jump in front of every bush that you see. A 1-Up will bounce out of one of the bushes.



Kwik-E-Mart

Kwik-E-Mart is not just an average convenience store. It's a place where you can get a photo of Krusty the Clown worth three 1-Ups. You'll need a Rocket to retrieve it. Run to the right side of the Kwik-E-Mart sign and stop when the word "Kwik" scrolls off the screen. Move to the closest crack in the sidewalk and set up a Rocket, aiming to the left. Launch the Rocket by stepping toward the fuse. It will blast off and hit the "E" on the sign, triggering a photo of Krusty to pop out.



Aim for the "E" in the Kwik-E-Mart sign to blast out a 1-Up.

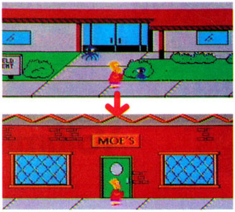
THE SIMPSONS: BART VS. THE SPACE MUTANTS

WHERE DO I USE THE WHISTLE AND THE KEY?

Some of the items that you can purchase in the stores of Springfield are meant for only one specific purpose. Such is the case with the Whistle and the Key.

The Key: Shortcut Backwards

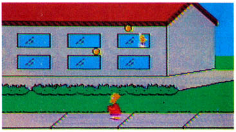
You can purchase the Key in Tool World and use it in the door of the Springfield Retirement Home. When you open the door and enter the Home, you'll come out of Moe's Tavern. One practical use for this shortcut back to the beginning of the stage is to return to the Theatre when the timer reads 200 or 400. Since the Theatre advertises showings at 2:00 and 4:00, purple-clothed people step out of the Theatre at those times. Spray paint them to achieve goals.



The Key takes you from the Retirement Home to Moe's, close to the beginning of the stage.

The Whistle: Call Grandpa

The Whistle is available at Toys 'N' Stuff. When you get to the last window of the Springfield Retirement Home, you can use the Whistle to call on Grandpa Simpson. He'll open the window and shower you with coins.



Use the Whistle at the right end of the Retirement Home to call on Grandpa Simpson.

THE SIMPSONS: BART VS. THE SPACE MUTANTS

HOW DO I USE THE ROCKETS TO MY ADVANTAGE?

There are three places where you can achieve goals by launching Rockets. Make sure that you buy at least six of them from Mel's Novelty Hut.

The Statue

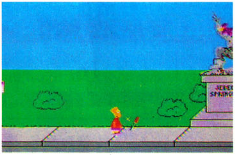
A purple bird rests on the arm of Jebadiah Springfield's Statue. Stand on a crack in the Sidewalk to the left of the Statue and set a Rocket. When it hits the Statue, the bird will fly away.

Barney's Bowlarama

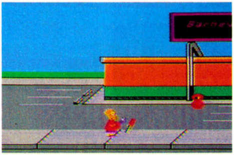
The neon sign at Barney's Bowlarama gives off a purple hue. Stand on a crack in the sidewalk to the left of the sign so that you can just see the leftmost section. Then launch a Rocket. The sign will glow red and white.

The Retirement Home

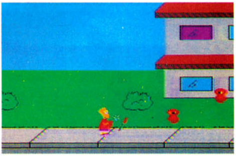
Some of the windows of the Retirement Home are covered with purple tinted glass. Knock out the glass with a Rocket by standing from a crack in the sidewalk near the window.



Scare a bird from Jebadiah Springfield's Statue with a Rocket.



Hit the Bowlarama sign with a Rocket and it will kick into action.



Blast open the purple-tinted windows of the Retirement Home to achieve three separate goals.

Ask away–I know everything!

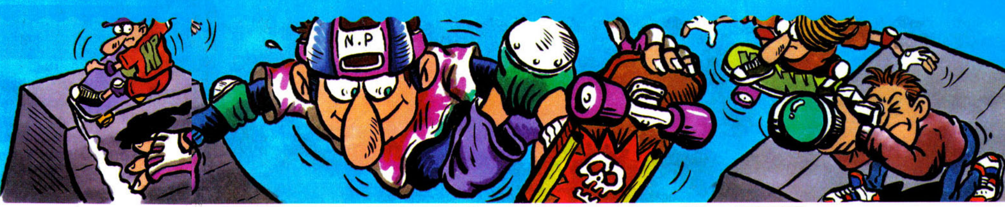
Write to:

NINTENDO POWER
Attn: Counselors' Corner
P.O. Box 97033
Redmond, WA 98073-9733

Call us!

(206) 885-7529
Nintendo Game Counselors are on call Mon.-Sat., 4:00 am to Midnight and Sun., 8:00 am to 5:00 pm, Pacific time.

NINTENDO POWER



Volume 25 JUNE 1991

TOP·30

Those toothsome turtles have taken the top spot! After months and months, Super Mario Bros. 3 is edged out by a narrow margin, while the Simpsons make a quantum leap to sixth with Bart vs. the Space Mutants.

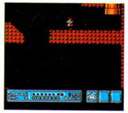
Use this color-coded key to check on your favorite games.

🟪	Titles new to the Top 30. They're the ones to watch!
🟦	Games that are moving big. They've jumped several places in the poll.
🟩	Favorites with long-lasting appeal that place month after month.
MONTHS	Number of months the game has rated in the Top 30.

🟩 **1** 9,754 POINTS — 6 MONTHS

TMNT II: THE ARCADE GAME

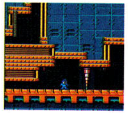
In their sixth month in the Top 30, they finally knock Mario off the top. Cowabunga, dudes!



🟩 **2** 9,615 POINTS — 16 MONTHS

SUPER MARIO BROS. 3

SMB 3 slips to second by the smallest of margins. Regroup, guys, and get 'em back next month!



🟩 **3** 7,338 POINTS — 5 MONTHS

MEGA MAN III

It's no surprise that mighty Mega Man holds onto third for another month. What a guy!

🟩 **4** 5,842 POINTS — 10 MONTHS

FINAL FANTASY

Adventurers find plenty of action and intrigue to keep them coming back for more.

🟦 **5** 5,523 POINTS — 3 MONTHS

STARTROPICS

With a jump from eleventh to fifth, StarTropics proves that it has star quality.

🟦 **6** 4,735 POINTS — 2 MONTHS

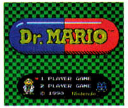
THE SIMPSONS: BART VS. THE SPACE MUTANTS

Hey, man, don't have a cow—Bart's in the top ten! He'll teach those Mutants a thing or two!

🟩 **7** 4,405 POINTS — 6 MONTHS

CRYSTALIS

Monsters, magic and mystery make Crystalis a long-time favorite for tons of time-trippers.



🟩 **8** 3,371 POINTS — 5 MONTHS

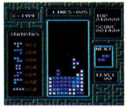
DR. MARIO

The Doctor is still on call. Could it be the two-player challenge that keeps him so busy?

🟩 **9** 3,228 POINTS — 6 MONTHS

DRAGON WARRIOR II

By sea and by land, parties are searching for Hargon in the vast land of Dragon Warrior II.



🟩 **10** 2,617 POINTS — 14 MONTHS

TETRIS

Quad-crazed block dropsters keep lining up for just one more shot at improving their scores.

🟪 11	2,392 POINTS	DOUBLE DRAGON III
🟩 12	2,346 POINTS	THE LEGEND OF ZELDA
🟩 13	2,233 POINTS	NES PLAY ACTION FOOTBALL
🟩 14	2,111 POINTS	ULTIMA: QUEST OF THE AVATAR
🟩 15	2,027 POINTS	MEGA MAN II
🟩 16	1,969 POINTS	SUPER MARIO BROS. 2
🟪 17	1,647 POINTS	G.I. JOE
🟩 18	1,563 POINTS	DOUBLE DRAGON II
🟩 19	1,554 POINTS	THE IMMORTAL
🟩 20	1,470 POINTS	DESTINY OF AN EMPEROR
🟩 21	1,422 POINTS	MANIAC MANSION
🟩 22	1,280 POINTS	ZELDA II—THE ADVENTURE OF LINK
🟩 23	1,228 POINTS	TEENAGE MUTANT NINJA TURTLES
🟪 24	1,140 POINTS	LITTLE NEMO THE DREAM MASTER
🟪 25	977 POINTS	BANDIT KINGS OF ANCIENT CHINA
🟩 26	965 POINTS	MEGA MAN
🟩 27	924 POINTS	SHADOWGATE
🟪 28	840 POINTS	PRINCESS TOMATO IN THE SALAD KINGDOM
🟩 29	714 POINTS	WIZARDRY
🟩 30	645 POINTS	TECMO BOWL

Players' Picks

GAME	PTS.
1. Super Mario Bros. 3	4,631
2. TMNT II: The Arcade Game	4,117
3. Mega Man III	4,072
4. Final Fantasy	2,198
5. Castlevania III — Dracula's Curse	1,564
6. Mega Man II	1,523
7. The Simpsons: Bart vs. the Space Mutants	1,404
8. Dragon Warrior	1,273
9. Dragon Warrior II	1,222
10. Double Dragon III	1,082
11. NES Play Action Football	938
12. Double Dragon II	777
13. The Legend of Zelda	771
14. Dr. Mario	724
15. Zelda II — The Adventure of Link	702
16. StarTropics	687
17. Tecmo Bowl	645
18. Super Mario Bros. 2	635
19. Maniac Mansion	603
20. Ninja Gaiden II	588
21. Tetris	585
22. G.I. Joe	556
23. Crystalis	504
24. Mega Man	503
25. Super C	471
26. Little Nemo the Dream Master	460
27. Teenage Mutant Ninja Turtles	447
28. Disney's Duck Tales	440
29. Batman	397
30. Shadowgate	367

FEW CHANGES IN PLAYERS' TOP TEN

Favorites emerge as the players consistently vote for most of the same top ten games they chose last month. The new face in the top ten: Bart Simpson!

Pros' Picks

GAME	PTS.
1. StarTropics	3,875
2. Crystalis	3,528
3. Final Fantasy	3,245
4. Mega Man III	2,352
5. Ultima: Quest of the Avatar	2,111
6. Dragon Warrior II	2,006
7. The Legend of Zelda	1,575
8. The Immortal	1,554
9. Destiny of an Emperor	1,470
10. Super Mario Bros. 3	1,029
11. Bandit Kings of Ancient China	977
12. Princess Tomato in the Salad Kingdom	840
13. Maniac Mansion	819
14. The Simpsons: Bart vs. the Space Mutants	777
15. NES Play Action Football	735
16. Wizardry	714
17. Dr. Mario	651
18. Battle of Olympus	641
19. Zelda II — The Adventure of Link	578
20. Shadowgate	557
21. Metroid	546
22. TMNT II: The Arcade Game	536
23. Hudson's Adventure Island II	515
24. Mega Man II	504
25. G.I. Joe	494
26. Mega Man	462
27. Nobunaga's Ambition	452
28. Blaster Master	441
29. Solstice	431
30. Galaxie 5000	420

STARTROPICS IS HOT WITH THE PROS

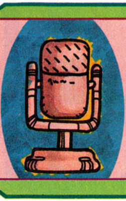
The pros are playing StarTropics, and they're liking it. It tops their list this month, joining favorites like Crystalis, Final Fantasy and Mega Man III.

Dealers' Picks

GAME	PTS.
1. TMNT II: The Arcade Game	5,101
2. Super Mario Bros. 3	3,955
3. The Simpsons: Bart vs. the Space Mutants	2,554
4. Tetris	2,032
5. Dr. Mario	1,996
6. Super Mario Bros. 2	1,334
7. Double Dragon III	1,310
8. StarTropics	961
9. Mega Man III	914
10. Double Dragon II	786
11. Teenage Mutant Ninja Turtles	781
12. Little Nemo the Dream Master	680
13. Caveman Games	605
14. G.I. Joe	597
15. NES Play Action Football	560
16. Paper Boy	545
17. Top Gun II	522
18. Disney's Rescue Rangers	504
19. Rad Racer II	503
20. Al Unser Jr.'s Turbo Racing	482
21. Blades of Steel	470
22. NFL Football	462
23. The Hunt for Red October	441
24. Donkey Kong Classics	430
25. Disney's Duck Tales	414
26. Arch Rivals	410
27. Final Fantasy	399
28. WWF Wrestlemania Challenge	394
29. Wayne Gretzky's Hockey	382
30. Crystalis	373

THE TURTLES LEAP TO THE LEAD ON THE DEALERS' LIST

Hey, man! Bart breaks into the Dealers' Top Ten in his first video adventure. He's in good company, with Mario and the Ninja Turtles.



CELEBRITY PROFILE

DAVID LEISURE

As the infamous "Joe Isuzu," the outrageous liar on the popular television commercials for Isuzu cars and trucks, David Leisure might claim to be Nintendo's Champion Of The World, but when it comes to real life, he admits that "Game Boy's tough to master."

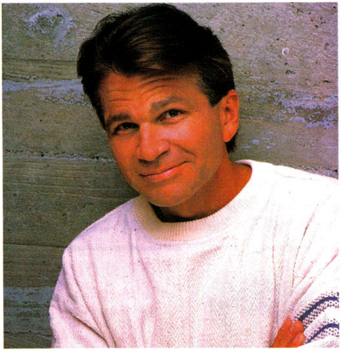
But don't worry, David's philosophy on Nintendo's game play is much like his philosophy on life: "Nintendo is like anything else, if you set a goal and persevere, you'll succeed—even if it's difficult at first."

David should know. He grew up as a self-described "geek" and a "fat kid," tipping the scales at 220 pounds when he was 14 years old. That summer, he set a goal and lived by it, losing 60 pounds before school started. "Needless to say, the kids were amazed," he remembers. "There was a third of me missing!"

It was then that David decided to become an actor, combining his new-found confidence with the sense of humor he had developed as a defense mechanism when he was overweight. For David, discovering acting was like saving the Princess for the first time.

"When people told me I was a good actor, it was wonderful to finally be praised," he says. "For me it's acting or nothing. Besides, it's the only thing I can do."

David is also known as Charley, Richard Mulligan's annoying neighbor on NBC's hit comedy series "Empty Nest." Working on 'Empty Nest' is terrific, says David. "I'm a little bit like Charley. We both appreciate a sharp, quick wit, but I like to think I'm smarter than him. Let's face it, you've gotta be smart to play dumb."



Most of the time the "Empty Nest" crew is strictly down-to-business on the set, but sometimes David and his co-stars Richard Mulligan, Park Overall, Dinah Manoff and Kristy McNichol like to get silly. "Once in a while we moon each other through the windows," David confesses.

David began his career as a Hare Krishna on the hit movie "Airplane!" in 1979, "which was great, if you like having your head shaved for three months!" His other credits include NBC's television films "Goddess of Love," with Vanna White, and "If It's Tuesday, It Must Be Belgium," as well as ABC's "Perfect People." He also starred with Sally Kellerman and James Grodin in the feature film "You Can't Hurry Love."

David has also guest-starred on "Sledgehammer," several episodes of "Alf," Falcon Crest, "T.J. Hooker" and in an episode of "Married With Children" created just for him.

David has been playing Nintendo games for three years now. His wife, Kelly, got him started with "Super Mario Bros.," and he has since become a real "Golf" fan, which isn't surprising. "I'm what you'd call a golf-nut when it comes to both Nintendo and real-life," admits David. "I think I have golf-sickness. I play as often as I can."

David also loves to play "Tetris" with his eleven-year-old daughter Maya. "'Tetris' is great, except when Maya beats me," he jokes. "It's an excellent way to improve your hand-eye coordination and to clear your head; you just get lost in it."

When he's not busy with "Empty Nest," David devotes much of his time staying fit with golf, jogging, and his new obsession, weight-lifting or "getting pumped."

As David strives to improve his golf game on both the Nintendo video game screen and the putting green, you can bet he's well on his way to becoming Champion Of The Universe. And that's no lie!

PAK WATCH

NINTENDO
POWER

A LOOK INTO THE FUTURE OF NES GAME PAKS!!

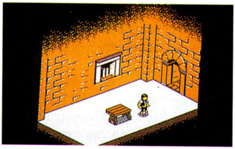
Pak Watch is dedicated to delivering the hottest rumors and news on the NES and the Super NES. Keep in mind that some titles are only rumors and it may be a while before they are released.

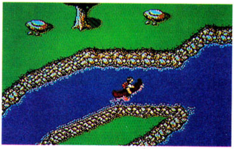
Just Around The Corner

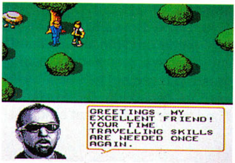
BILL & TED'S EXCELLENT VIDEO GAME ADVENTURE

Bill & Ted's Excellent Video Game Adventure puts the excellent twosome, Bill and Ted, through more triumphant time traveling. The game picks up where the first movie left off. Bill & Ted have to search through the ages for displaced historical dudes and dudettes and return them to their proper time periods (or else the Wyld Stallions will never get their record contract and the future will be totally bogus!).

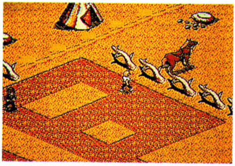
Each time period has a three-dimensional world to explore—it's easy to get lost without a map. Besides the excellent dialogue between Bill, Ted and the people they meet, one of the highlights we found in an early version was a wild, out-of-control horseback ride.

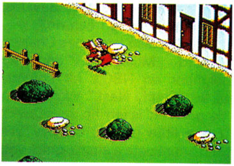






GREETINGS, MY EXCELLENT FRIEND! YOUR TIME TRAVELLING SKILLS ARE NEEDED ONCE AGAIN.

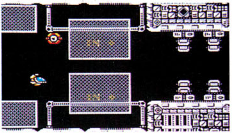


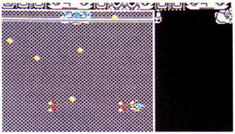


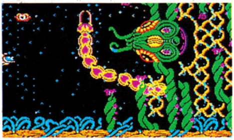
Just Around The Corner

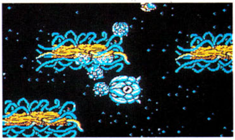
OVER HORIZON

Over Horizon by Hot-B carries on the NES space shoot-em-up tradition with more advance-and-attack action. Before you begin, you can customize your ship's weapons and options. Your ship is small, nimble and powerful, and can fire both forwards and backwards from the start of your mission. The graphics are colorful and wild, with multi-level foregrounds that your ship can pass in front of or behind for a real feeling of depth.





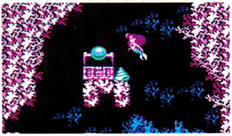


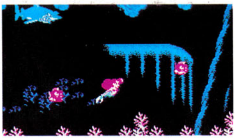


Just Around The Corner

LITTLE MERMAID

If you liked The Little Mermaid movie and enjoy lighthearted adventures, chances are you'll have fun with The Little Mermaid game from Capcom. You guide Ariel as she travels through the perilous seas and attempts to foil Ursula's newest evil scheme. Ariel can convince mean sea creatures to leave her alone with a blast of bubbles from her powerful tail. She can also bonk the bad guys with sea shells, and find treasures hidden in the deep. Look for the Little Mermaid this summer.

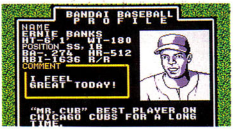




Just Around The Corner

LEGENDS OF THE DIAMOND

Bandai's baseball game, starring past baseball legends, is nearing completion, and the early version we played had some cool features. The very idea of creating a dream team from a Hall Of Fame roster is pretty hot. Each of the players has a stat information screen and different abilities based on their real-life playing skills. Players like Babe Ruth and Ty Cobb even have their own distinctive swings and stances.

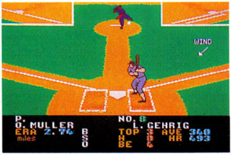


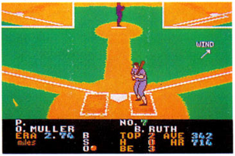
BANDAI BASEBALL PROFILE

NAME
ERNIE BANKS
HT-6'1' WT-180
POSITION SS, 1B
BA-.274 HR-512
RBI-1636 R/R

COMMENT
I FEEL GREAT TODAY!

"MR. CUB" BEST PLAYER ON CHICAGO CUBS FOR A LONG TIME.



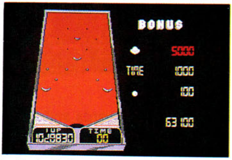


Just Around The Corner

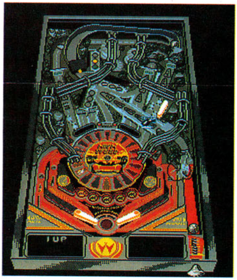
HIGH SPEED

Tradewest is releasing Rare's follow-up to Pinbot, High Speed. Pinball afficionados will remember High Speed as one of the top pinball machines a few years ago.

The NES High Speed game uses the same kind of play as NES Pinbot, so players familiar with that game will be right at home. Up to four players can take turns shooting, and there are plenty of targets to hit and a couple of bonus games to find. The game also includes digitized voices.



Landing in this bonus Pachinko game can earn you extra balls.

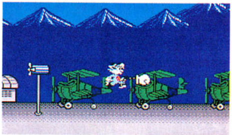


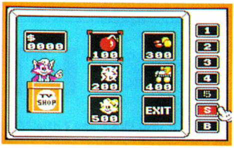
The High Speed playing field will be familiar to pinball Veterans.

Just Around The Corner

ROCKIN' KATS

An entire world based on themes from television 'toons is yours to explore in Rockin' Kats. The feline hero's main weapon is a spring loaded boxing glove that can be used for more than delivering knock-out punches—at times it can function like an out-of-control bionic arm from Bionic Commando. You'll pick up dollars that you can use to buy things on the Shopping Channel or to wager on a T.V. game show Bonus Stage. You start out with four action packed channels to explore, from a city full of gangsters to a western adventure populated with desperados.



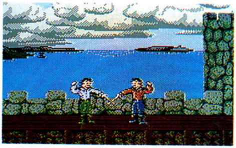


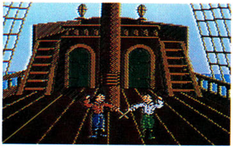
Just Around The Corner

PIRATES!

Hoist your sails and embark for adventure on the high seas of the Spanish Main in Pirates! from Konami. Pirates! is based on the now classic PC game from Microprose and contains elements of action, strategy and role playing games. As a pirate captain, you'll ply the waves in search of shipborne plunder. Once you find a treasure ship, you'll have to prove your marksmanship with your ship's cannons. Then, board your prize and duel to the finish with the enemy crew.

PIRATES!™
ULTRA GAMES™





Will you collect a king's ransom and retire in luxury in Barbados, or be sent to Davey Jones' Locker? With this, the third pirate theme NES game we've heard about (Pirates! The Hook and Peter Pan and the Pirates), you might think that pirates are going to make a comeback this year . . .

GOSSIP GALORE

THE HOOK

Sony Imagesoft (formerly CSG Imagesoft) has big plans for the video game market on Steven Spielberg's coming attraction, The Hook (as in Captain). The pirate adventure movie should make an excellent subject for a video game, and Sony Imagesoft is creating NES, Game Boy and Super NES titles based on it. The movie stars Julia Roberts, Robin Williams and Dustin Hoffman. With the advent of 16-bit, Sony Imagesoft is putting more emphasis on video game development and is rumored to have hired programmers from Capcom and Cinemaware.

DEFENDERS OF DYNATRON CITY

According to Howard Phillips, Lucasarts is working on Defenders of Dynatron City as their next NES title after Star Wars. Although from the title you might think it's a sequel to Dynowars, it is actually a super-hero adventure game. Like other Lucasarts games, the characters will be well developed and the action should be hot. We'll let you know more as soon as we find out.

ROBIN HOOD

Arcadia is tweaking their Robin Hood game to follow the summer movie release of Robin Hood: Prince Of Thieves, starring Kevin Costner. Arcadia's Robin Hood game will be one of the few items licensed to follow the movie. Arcadia also plans to create a whimsical action game based on McDonald's McKids characters.

SUPER RUMORS

As we near CES, we've heard tons of rumors about 16-bit games under development. Ocean is working RoboCop 3, which will combine story elements of all the movies, including RoboCop 3, and will also include some game elements from the arcade game. Sports fans have a lot to look forward to on the Super NES. At least five companies are working on baseball games! A couple of football and basketball titles are also in the works. Drakkhen, a first person perspective fantasy role playing game with smooth, fast scrolling, should make it out around the time of the Super NES release. In addition to Railroad Tycoon, PC titles like Lemmings, F-15 Strike Eagle, Mech Warrior, SimCity, and Sim Earth are also rumored to be in development for the video game market. Sony Imagesoft is planning to create 16-bit versions of their coming titles Hudson Hawk and The Hook. Capcom has some super hot titles in the works after Final Fight. UN Squadron and Super Ghouls 'N Ghosts are two that should be out within a year of the Super NES's release. Asmik's first Super NES title will be called Dimension Force. It utilizes the Super NES "Mode Seven," which allows for realistic three dimensional scrolling. The game play will be similar to the helicopter sequence in Nintendo's Pilotwings. We expect lots more surprises at the Consumer Electronic Show, where the Super NES will be officially unveiled!

PAK WATCH

NES PLANNER

COMING SOON

Addams Family
Bill & Ted's Excellent Video Game Adventure
Bucky O'Hare
Captain Planet
Darkman
Darkwing Duck
Disney's TailSpin
Dragon Warrior III
F-15 Strike Eagle
Family Feud
High Speed
Home Alone
Hudson Hawk
Legends Of The Diamond
McKids
Mega Man 4
Mike Tyson's Power Punch
Ninja Gaiden III
Over Horizon
Pirates!
Robin Hood
RoboCop 3
Rockin' Kats
Star Trek 25th Anniversary
Star Wars
Tecmo Super Bowl
The Little Mermaid
The Hook
Tiny Toons
Ufouria
Where is Carmen Sandiego?
Where's Waldo

NINTENDO POWER Bulletin Board

BACK ISSUES

Nintendo Power's back issues are available individually. Add them to your collection! They contain these exciting reviews:

Volume 7 (July/Aug. '89): Mega Man II, Dragon Warrior, Faxanadu, Strider.
Volume 8 (Sept./Oct. '89): Disney's Duck Tales, Dragon Warrior, Hoops, Fester's Quest, Roger Rabbit.
Volume 9 (Nov./Dec. '89): Tetris, RoboCop, Willow, IronSword, Super Off Road, NES Play Action Football.
Volume 10 (Jan./Feb. '90): Batman, Shadowgate, Willow, Double Dragon II, Clash at Demonhead, River City Ransom.
Volume 11 (March/Apr. '90): Super Mario Bros. 3, Silent Service, Pinbot, 720, A Boy and his Blob, Astyanax.
Volume 12 (May/June '90): Final Fantasy, Super C, Dynowarz, Code Name: Viper, Burai Fighter.
Volume 14 (July/Aug. '90): Rescue Rangers, Snake's Revenge, Solstice, Crystalis.
Volume 16 (Sept./Oct. '90): Maniac Mansion, Final Fantasy, Roller Games, NES Play Action Football, Kickle Cubicle.
Volume 18 (Nov./Dec. '90): Dr. Mario, Castlevania III, Little Nemo the Dream Master, Solar Jetman.
Volume 20 (Jan.'91): Mega Man III, Déjà Vu, Gremlins 2, The Immortal.
Volume 21 (Feb. '91): StarTropics, TMNT II: The Arcade Game, Quantum Fighter, Magician, Ultima: Quest of the Avatar.
Volume 22 (March '91): MetalStorm, StarTropics, G.I. Joe, Hudson's Adventure Island II.
Volume 23 (April '91): Power Blade, Sword Master, Totally Rad, Monopoly.
Volume 24 (May '91): Vice: Project Doom, The Adventures of Lolo III, The Rocketeer, The Lone Ranger.

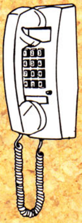
PHONE DIRECTORY

Nintendo Power Subscriptions
1-800-521-0900

Subscriptions and renewals only. Call 24 hours a day, 7 days a week.

Consumer Service
1-800-255-3700

Call for general assistance or to change your address between 4 a.m. and midnight Pacific time, Monday through Saturday, or 8 a.m. and 5 p.m. Sunday.



Game Play Counseling
1-206-885-7529

Stumped by a game? Call our Game Play Counselors for help between 4 a.m. and midnight Pacific time, Monday through Saturday, or 8 a.m. and 5 p.m. Sunday. It's long distance, so before you call, be sure to get permission from whoever pays the bill.

STRATEGY GUIDES AND TIP BOOKS

Nintendo Power's Strategy Guides and tip books cover some of the most popular games ever and contain the most complete information there is.

Strategy Guides Now Available:
Volume 13: Super Mario Bros. 3
Volume 15: Ninja Gaiden II
Volume 17: Final Fantasy
Volume 19: 4-Player Extra

Tip Books Available:
The Legend of Zelda: Tips and Tactics
How to Win at Super Mario Bros.

To order the strategy source of your choice, use the form at the front of this issue.

SPECIAL SET OFFER

Available only as a set, the six issues from our first year cover games that are just as great now as they were then. You won't find these issues at newsstands, and you won't find this information anywhere else:
—In-depth reviews of Super Mario Bros. 2, Ninja Gaiden, Castlevania II—Simon's Quest, Zelda II—The Adventure of Link, and Teenage Mutant Ninja Turtles.
—Tried and true tips in Counselor's Corner
—Special strategies in Classified Information

This offer is too good to miss! It's available only while supplies last, so use the form at the front of this issue to order now!

SERVICE AND PARTS

We're on the move! Nintendo continues to open new World Class Service Centers, with over 275 Authorized Service Centers in 48 states and in our newest service areas, Puerto Rico and Guam. At home or on vacation, now you can count on finding spare components and prompt, professional system maintenance repair service.

At a Nintendo Authorized Service Center, Nintendo Certified Service Pros will check your system with the Nintendo Test Station, free of charge. In most cases, simply replacing a component will get you back in the game immediately. If repairs are necessary, count on a fast response—usually three days or fewer—at an affordable price. If your system accessory or Game Pak is within Nintendo's 90-day limited warranty, the repair is free.

Call the World Class Service Center hot line at 1-800-255-3700 for the number of the Authorized Service Center nearest you, or look under "Video Games, Service and Repair" in your yellow pages.

FACTORY AUTHORIZED
REPAIR CENTER FOR
Nintendo PRODUCTS

Nintendo
WORLD CLASS
SERVICE

PLAYER'S POLL CONTEST WINNERS FROM FEBRUARY 1991

GRAND PRIZE: A TRIP FOR 4 TO BATTLETECH CENTER

WINNER: Andy Van Camp Georgetown, TX

SECOND PLACE PRIZES: FASA BATTLETECH GAMERS' KITS

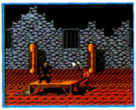
WINNERS: Michael Brubaker, Tacoma, WA; Steven Doris, Chebanse, IL; Paul Green, Schaumburg, IL; Zack Hiatte, Washington, MO; Thomas McDaniel, Hampton, VA; Greg Miernicki, Severna Park, MD; Jason Moyer, Winnemucca, NV; Javier Suarez, Miami, FL; Rusty Walsa, Lexington, NC; Ka-Ki Yeung, Fremont, CA.

THIRD PLACE PRIZES: NINTENDO POWER JERSEYS

WINNERS: Danny Alvarado, Bronx, NY; Jamie Anderson, Buena Park, CA; Robert Arr, Lancaster, CA; Ken Beegle, Coupeville, WA; Chase Beisel, Rochester, MN; Curtis Bridgers, Rocky Mount, NC; Steven Brigman, Leland, NC; Bryan Buchholz, Amherst, NY; Chris Campbell, Hobart, OK; Andrew Capetillo, Pearland, TX; Jesse Carrigan, Orting, WA; Gregory S. Day, Manchester, NH; Ron Fields, Hamilton, OH; Jason Finch, Little Rock, AR; David Foyer, Monrovia, CA; Matt Fuquay, Littleton, CO; Fred Goya, Honolulu, HI; Jeremy Greene, Gunnison, CO; Erik Hammonds, Andalusia, AL; Zack Hanna, Aledo, TX; Josh Harris, Cadillac, MI; Tony Herlovich, Punta Gorda, FL; Phillip Heyrman, Green Bay, WI; Christopher Hooper, Alpine, CA; Bradley Horion, Milton, MA; Adam Johnson, Ketchum, ID; Patrick Johnson, Manchester, MO; Patrick Kane, Toledo, OH; Mike Kopicko, Reno, NV; Nathan Langley, Brimfield, MA; Robert Lantz, Hudson, NY; Andy LiGonde, Jamaica, NY; Kevin Lint, Sedro Woolley, WA; Eric Maloney, Beloit, WI; Erik Mikkelsen, Palatine, IL; Andrew Miller, San Jose, CA; Debbie Moore, Trenton, NJ; Aron Orosz, Hobart, IN; Andy Padgett, Millers Creek, NC; John Remley, Quakertown, PA; Jason Reuschlein, West Allis, WI; Troy Scully, Spotswood, NJ; Kerby Seeley, Atkins, IN; Alex Sustek, Chicago Heights, IL; Richie Taylor, Jonesboro, GA; Chris Tommaso, Barrington, IL; Peter Webb, Valhalla, NY; William Whitaker, Gaithersburg, MD; Jeremy D. White, De Ridder, LA; Edward Wooten, LaGrange, NC.

REVIEWS COMING NEXT MONTH:

ROBIN HOOD



Robin Hood, legendary archer and altruistic outlaw, comes to life in 20th Century video action. The original hood of Sherwood Forest fights injustice for the sake of the poor and the honor of Maid Marian.

BILL & TED'S EXCELLENT ADVENTURE

BiLL & Ted's
EXCELLENT
video game
adventure

History has gone haywire! Excellent dudes Bill and Ted travel through time to find famous historical figures and return them to the time periods they belong in. History books will never be the same!

ROCKIN' KATS

A cool Kat with a knockout punch trips through television's loony 'toon land to wild, woolly and wacky destinations. He even shops for useful items in TV land by calling the Home Shopping Network!

AND A SUPER NES SOFTWARE PREVIEW

This month you got your first glimpse at the Super NES. Next month, you'll see some of the awesome software that will be available to use with it very soon. Wait until you see the great new titles and their graphics!

Dear Readers,

The big news for me is that I'm leaving Nintendo Power and Nintendo of America Inc. to become Executive Producer of Video Games and Learning Products at Lucasfilm. I've been with NOA for ten great years and I'll miss it, but I'm by no means hanging up my bow tie! Moving to Lucasfilm is a great opportunity for me to pursue my interests in video game development. Since I've evaluated Game Paks at Nintendo for many years, moving on to development is a logical step that will have me more involved with video games than ever. You can keep up with what I'm doing at Lucasfilm by reading Nintendo Power. After all, it includes the best information about what's happening in the world of video games—I know that I'll keep my subscription up-to-date. I've already sent in my $15 and my new address to make sure that I'll get the Player's Guides, too. Play hard, score high, and be excellent to each other.

Nintendo of America Inc.
P.O. Box 97043
Redmond, WA 98073-9743

ADDRESS CORRECTION REQUESTED

BULK RATE
U.S. POSTAGE
PAID
NINTENDO
of America Inc.

0 45496 69015 1

FOUR WHEEL DRIVE
Nintendo
Jeep
NES FOUR SCORE
NES SATELLITE
Official Nintendo Seal of Quality
Nintendo
NES FOUR SCORE
NES SATELLITE

Shift your game into high gear with the NES Four Score™ or NES Satellite.™ Both offer exciting four-player action. Both let you and your friends choose your favorite controller. And both power up your game with A & B turbo control. And with the NES Satellite, you also have remote control. So grab three friends and go for a power drive!

NES FOUR SCORE

NES SATELLITE